

INQUEST



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The Gathering

Serra Angel vs. Hurloon Minotaur



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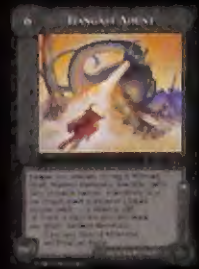
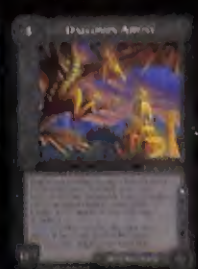
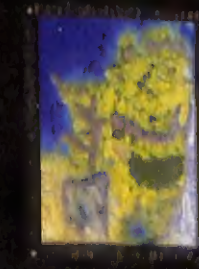
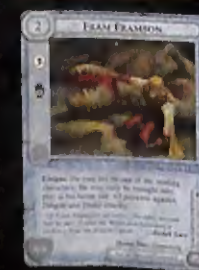
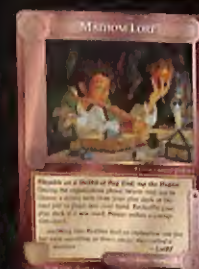
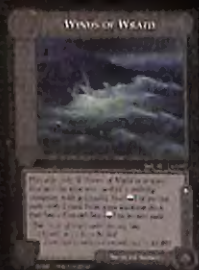


"So the rumour of the wealth of Erebor spread abroad and reached the ears of the dragons, and at last Smaug the Golden, greatest of the dragons of his day, arose and without warning came against King Thrór and descended on the Mountain in flames."

—*The Lord of the Rings*

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JUNE 1996

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A complete set of the Forbidden Knowledge expansion!



ON THE COVER:

Michael Whelan's beautiful "Serra Angel vs. Hurloon Minotaur" painting. Check out our exclusive interview with Mr. Whelan on **page 50**.

YOUR OPPONENT IS MARK ROSEWATER

AS SEEN IN
DUELIST
MAGAZINE

MAGIC THE PUZZLING



By Mark Rosewater

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Have Your Cake and Play It Too

When pop culture icon Andy Warhol said that in the future everybody would be famous, but only for 15 minutes, he was wrong. His problem was that he never met Richard Garfield or played Garfield's *Magic: The Gathering* collectible card game.

I have, and I know the truth: While plenty of "typical" people will be famous for 15 minutes, most will never be famous at all—and a select few will be famous forever.

That's because Douglas Shuler and a few artist buddies are auctioning off chances to model for *Magic* cards.

They're still formulating the when and where; "InQuest News" will have the details when they're final. But first I want you to understand how truly amazing this is.

Forget that *Magic* (which Wizards of the Coast published six years after Warhol's death) is probably the greatest game ever invented. Forget—but only until the bidding starts!—that the auction's proceeds are going to charity. And forget that Shuler's fantastic painting of the strong, beautiful Serra Angel is one of gaming's best-loved illustrations.

No, this opportunity is amazing because it shows how far cards and other games have come.

The first playing cards were invented in 10th-century China to entertain the emperor and his wives. When trading cards arose, they pictured people who were in or close to the spotlight: baseball players. Later, cards showed TV and movie actors and other celebrities.

Chess, the classic strategy board game, is won by trapping the opposing king. In *Monopoly*, you're a would-be real-estate baron cum capitalist oppressor. TSR's new *Birthday* is about controlling and toppling monarchies.

These cards and games are fine, but collectible card games are something else again. Take *Magic*. In addition to fantastic heroes and ferocious monsters, it's got average joes like Orcish Conscripts and Elvish Farmers. After 1,000 years, regular people are finally getting a taste of cardboard power!

And there's more. Sports fans, bless 'em, can frame their Reggie Jackson or Don Mattingly cards and hang them on the wall, but those cards will never do anything. But gamers can shuffle John Elway and Glyn Milburn into a *Red Zone* deck and play a game. It's like having your cake and eating it too.

Plus, most CCG cards are much nicer to look at than plain old regular playing cards.

Which returns us to that charity auction. Wouldn't you like to be featured on a *Magic* card picture? You could play with yourself to your heart's content. (So to speak.) And you could stick a few of your cards into those airtight cases designed to last 15 million years.

After all, it's not every day that someone wins a piece of mass-distributed cardboard fame. Why not make it last?

If only Andy Warhol and those early Chinese emperors could see us now. Pasteboard power to the people, brother!

Matthew E. Milliken

Matthew E. Milliken
Associate Editor



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INQUISITION

Letters to the Editors

POTTY MOUTHS!

A good batch of our mail recently has seen an upswing of people telling us to stop using "borderline profanity" and to reel in the elementary school humor. The good part being that we've also seen more mail telling us to ignore that other mail. Whatever will we do?

We've also received some heavy mail from concerned fans that feel Wizards of the Coast (WotC) is on the verge of diluting *Magic* with its constant releases of expansion sets featuring cards that "blur the lines between the colors and help balance the game." This should be good.



Critic's Corner

With the exception of your occasionally screwy prices (Do you guys let the interns do your *Star Wars* price guide?), you've got a pretty cool magazine going there.

Aside from the cool articles, killer decks, crushing card combos and in-depth interviews, I like the overall tone of your book. It's like a cross between "Monty Python" and "The Kids in the Hall." Don't let any tight-asses change your ways: keep the feel of this magazine or I'll Channel/Fireball you.

Erik Tome
Cordonva, TN

You mean people like...

I don't understand why you guys feel it necessary to use borderline profanity in your magazine. I'll be reading your mag and, out of nowhere, be hit by a caption, headline, line of text, whatever, that has a gratuitous cuss-word in it.

Why? You don't need it to be funny, you don't need it to be cool, and if you gave it two more seconds of your time, I'm sure you could come up with a more tasteful substitute for what I—and I'm sure many readers—see as unnecessary and distasteful.

I don't consider myself a prude, but a fair amount of what you guys do doesn't belong in a magazine about fantasy gaming.

Ian Trevor
Grandville, MI

When we're slappin' this book together, we make it a point to write the way we talk. We want InQuest to have a strong conversational tone, and while sometimes it might be offensive to some of our readers, it's just the style of the magazine.

So screw you.



Summon Ideas

The article you ran in *InQuest* #12 ("Magic: The Expansions") which featured fan-made cards built around a mythical expansion set was really cool. I know some of the cards were kinda unbalanced and some set ideas seemed kinda limited, but there were a few that introduced whole new elements to the game. After seeing several of WotC's newer expansions, I wish they'd go back to the kind of stuff they tried with *Legends*, like introducing us to Summon Legend cards and Rampage. Those two new elements were so exciting it made *Legends* the greatest *Magic* expansion to date.

Magic, to me, is still the best CCG out

there—and I have nothing but respect for the people at WotC who make the new sets—but I feel kind of let down when I open a booster pack to a new expansion and get Balduvian (Grizzly) Bears or Hydroblast (Blue Elemental Blast).

Ryan Amos
Rockford, IL

I've been playing *Magic* for about two years now, and I'm beginning to get a little afraid that with all the new expansions being pumped out, one of the most enjoyable aspects of the game—the differences in what the five colors can do—is being lost. Cards like Anarchy and Pox seem out of place in their respective colors. It's diluting one of the linchpins of what makes *Magic* such a great, balanced and unique game.

With more expansions on the way for '96, I fear that WotC is milking the *Magic* cow way past dry. I'm reserving judgment until the next set, but while I always thought I'd be a *Magic* fan, the game resembles *Magic* less and less with every expansion.

Jeffery Winston
Cyberspace

If it were up to us, we'd do two Magic sets a year: a basic update (y'know, fourth edition, fifth edition, etc.) with cards rotated in and out, and an all-new expansion. We'd also try to make each expansion introduce something new, like legendary artifacts, cards that alter ability depending on a die roll, stuff like that. Basically, keep things interesting.



Future in Fantasy?

Hey, I'm a paying customer, pull some strings for me: I wanna work in the fantasy biz!

Glenn Goode
Starkville, MS

Yeah, well, if you think it's that easy, you're living in a fantasy. If you wanna work as an artist, writer, designer, whatever, you're gonna have to work at it to make anything of yourself. Take specialized classes for your interest, send submissions out to every company that might use your talents and, most of all, practice.



BattleTech in the cards?

A while back I heard that some company was working on a BattleTech CCG. Is this true? If so, who? What? Where? When?

Ron Tucker
Cyberspace

True? Yes. Who? WotC. What? Uh... a CCG. Where? At finer gaming stores everywhere. When? WotC ain't sayin'. Odds are you won't see it 'till late '97.

New Blood

Why do some people act like since they play one CCG, they aren't allowed to enjoy or even play another CCG? My friends recoil in contempt when I suggest that our gaming group try something new ("Dragon Dice? It, like, doesn't have mana!"), and don't even give new games a shot.

I understand the whole "human beings don't like change" thing, but to never try anything new is crazy. *Magic* was not only a new game, it was a whole new type of game.

I try as many different things as possible: food, friends, activities and, yeah, games too. While I've stumbled across some really stinky duds, I've also found some really great games.

All I'm trying to say is this: if you have a favorite game, great. Play it, enjoy it, do everything you want with it, but don't live it. Don't let it consume you and blind you to everything else out there. Instead of buying your umpteenth booster pack looking for your third rare, give some new game a chance, and don't give up after just one.

Life's got a lot to offer people inside the CCG community and out.

Marc Edelli
Garner, NC

Good points all around. While there are plenty of gaming fans out there always looking to try something new, it pains us whenever we see some geek-boy who thinks that just because he really digs one game, all others must suck.

Head Hurt

I've got a question that makes the areas behind my eyes hurt. Here goes: I'm playing *Magic* and my opponent goes to clone his Serra Angel and I respond by sucking his Serra into my Tawnos's Coffin (so his spell's target is gone and the clone fizzles). He responds by casting Rust on the Coffin (Yeah, I couldn't believe he was playing with a Rust either). I respond by attempting to tap one of his lands with my Icy and then Deflecting the Rust to my Icy.

Sooo...what just happened?
Steven Fellows
Monticello, NY

*Well, you've come to the right place. Being the human *Magic* players we are, we're gonna take your question and go running like little girly men to Beth Moursund, writer of our "Stumpers" column and overall sharp cookie. Beth?*

You can't, because at the time the Rust is legal to target, there are no legal targets to Deflect it onto. You can't use the Icy until after the Rust (along with any other interrupts) has either resolved or been countered and the Coffin effect has either become "successfully cast" or been countered, because the Icy's effect isn't an interrupt.

A full explanation requires breaking down the actions each player is attempting and showing how they fit into the steps of spellcasting and resolution. It goes like this:

Player A casts Clone, targeting the Serra. Clone is now "being cast." Interrupts are legal; non-interrupts are not. No interrupts.

Clone is now "successfully cast;" non-interrupt responses are legal. Player B responds by activating Tawnos's Coffin, targeting Serra. Coffin effect is now "being cast." Interrupts are legal; non-interrupts are not.

Player A interrupts Coffin effect, targeting it with Rust. Rust is now "being cast."

No interrupts.

Rust is now "successfully cast" so, since it's an interrupt, it resolves. Coffin effect is countered. Now it's legal to activate the Icy Manipulator.

At this point it would be legal to cast Deflection on the Rust but there is no legal target to Deflect it onto. It isn't legal to activate the Icy Manipulator, since that's not an interrupt.

Yeah, what she said.



In With the Old

A while back, a baseball card company called Topps did something that I thought was really cool: they went back and bought a whole bunch of their own older cards (some worth hundreds of dollars!) and randomly inserted these older cards in their new packs. You could buy a pack of new cards and amid all the new ones, stumble across like a thirty-year-old Mickey Mantle card worth a ton of dough.

I think it'd be keen if WotC did the same type of thing. Y'know, buy up like a hundred each of cards like the Lotus, the Moxes, Time Walk, etc., and slip them in their next big expansion set.

If I were to open a pack of new *Magic* cards and pluck out a Lotus, I'd need a new pair of underwear.

Thomas Holgoins
Queensberry, NY

What a great marketing campaign: "Buy a pack and crap your shorts!"

P E N

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to InQuestMag@aol.com or mail it to us at: I.Q. Pen Pals, c/o InQuest, 151 Wells Ave., Congers, NY 10920. Make a friend!



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SHALL I
KILL HIM
CAPTAIN?

MAKE IT
S... UH,
I MEAN
YEAH.

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Cooler Covers

Lately I've been noticing a trend with your magazine: reprint covers. You started off with awesome covers featuring original art by guys like Anson Maddocks, John Bolton and Robb Ruppel, but now you've got preexisting art from *Magic* cards and an old *TV Guide* photo of Kirk and Spock as your cover. I don't know if it's a test or what, but I want the original art back on the cover.

If I want *Magic* art, I'll go buy a booster pack.

Peter Gibson
Patterson, NJ

We're just mixing it up a bit. While the original art covers are our favorites too, we run the photo covers 'cause we like 'em better than the painted Star Wars/Trek stuff. (Besides, the odds are pretty slim that we could get Shatner and Nimoy to pose for a new photo. And Kirk's fat now anyway.)

The card-art covers are another story. When we're running a generic Anson Maddocks big slimy bug cover, there's no red tape. We just call him up, ask him for a big slimy bug and poof, we get one. When we're dealing with a licensed property, like Spider-Man or a Tolkien character, there's always an approval process that's super annoying, and we butt heads with the license holders over what artist to use—it's a colossal pain in the ass. That's when we dig for a cool piece of existing art and use it. It saves us a lot in aspirin.

More Games

You guys have taken it on the chin in a handful of letters taking you to task for not covering a wide enough array of CCGs, stating that to their eyes you're nothing but a big ad for WotC. You responded with multiple "Yes, we're expanding our coverage/no, we're not on the WotC payroll" type answers, and while I believe it took you the

better part of a year to do it, I think you've finally put your money where your mouth is. Your most recent issues (#10-#12) have seen great leaps in your content and I am really happy with this product. I'm sure I'm not the only one.

There is a "but" in here, though. The exception: non-*Magic* killer decks! C'mon guys, give us *Star Wars* killer decks, *Middle-earth* killer decks, *WildStorms* killer decks...*Magic* is great and all, but help us squish our non-*Magic* adversaries as well.

Please?

Brian Treton
La Vista, NE

We hear ya'. A second monthly "Killer Decks" column featuring non-Magic stuff is already in the works. It'll be debuting in the next few months.

Deciphering Rulebooks

I've just started playing fantasy games about three months ago (*D&D*), and CCGs about a month ago. One question: who the hell writes the rulebooks to these things? The RPGs (FYI: I'm really sick of speaking in abbreviations) aren't so bad, they've just got a lot of rules. CCGs, on the other hand, suck! I have yet to buy a starter deck of any game and be able to play after reading the rules. It's insane! My only saving grace is having friends who already know how to play (who, oddly enough, learned from their friends. Has anybody ever deciphered a rulebook and learned from that?), showing me how to play.

For any game companies out there reading this, I have a humble little suggestion for you: when you think you're done with a rulebook, have someone read it who doesn't know how to play the game, then play him in that game. If you beat him repeatedly while he's sittin' there scratching his head, it's time for a rewrite.

Rick Perry
Concord, CA

Yup. One of the biggest problems we tackle whenever a company sends us its new game to critique is figuring out how to play the damn thing.

In an effort to cut down on the time it takes to learn a game so we have more time to play it, every company should follow the following six suggestions when writing a rulebook:

1) When giving specific rules, give an example. It helps. A lot.

The Name of the Game

True stories behind the names of game cards

Magic: The Gathering

John Woos' 1989 seminal HK covers

Agenda occasioned derived from co-designer Steve

Central to the play campaign. The story involved a

spot race between several dragon races. Elder Drag

was one the dragons.

properties of the

and Land Wards

formed the dragon

of the game

we can see that

the dragon

the dragon

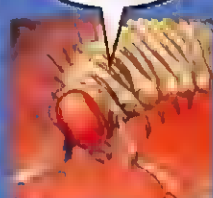
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Email: milyn@att.net
Likes: Overpower, Rage, Magic

Kirk Cote
Age 11 Sex Male
4500 1st
Lincoln, MA 01902
Email: kirk@att.net
Likes: Magic, Star Trek, and all other things

Mark Powers
Age 6 Sex Male
10337 Kipling
Westchester, IL 60154
Email: mark@att.net
Likes: Magic, Rage, and all other things

Dan Kalatus
Age 11 Sex Male
8200 1st
Bismarck, ND 58101
Email: dan@att.net
Likes: Magic, Star Trek, and all other things

Jay Vinsome
Age 18 Sex Male
85 Cammargy Crescent
Calgary, Alberta Canada
T2L 0S9
Email: jay@att.net
Likes: Magic, Overpower

MAGIC: The Creations

The best Magic card I

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2) A glossary of terms in the back of the book. Quite helpful.

3) A card diagram detailing what's what on a card.

4) A diagram showing how to set up the playing field.

5) Proofreader/content editor. Make sure everything in your rulebook is as correct as possible to avoid confusing potential long-term consumers of your product.

6) Booze. Makes almost everything more entertaining (or at least more amusing).

Geography Lesson

Want a great way to spend your summer vacation this year? Go build a deck for *Middle-earth: The Wizards*. Do you have any idea how long it takes to build a semblance of a powerful deck for that game, especially if you wanna play a semi-quick game and pick your sites beforehand? It's nigh-impossible! I defy you to give me some quick, patented *InQuest* "three step plan" to build a *Middle-earth* deck.

It's a great game and all, but I want to spend my free time playing CCGs, not figuring out what faction goes where and which item goes there.

Jeff Palino
Greenpoint, NJ

Granted, *Middle-earth* takes a long, long time to play if you don't know your *Middle-earth* geography. The only solution...learn it. After a few hours of playing with the map and paying attention to where all the regions are, you'll be zipping around in no time. After that, deck building's about as time consuming as *Magic*.

April Fool's Combos

The "April Fool's" *Magic* card-combos in issue #12 of your magazine were great. I almost choked on a granola bar when I flipped open and started reading what has become the first thing I turn to in your book, but it was worth it.

Thanks for not doing what too many people in this hobby do: take this too seriously. The "G" in CCG means "game," and a game is supposed to be fun.

Sean Chapman
Richmond Hill, NY

Thanks. Glad you liked 'em.

First Born

You know, I was sitting here playing *Magic* the other day when my friend was saying how weird it was that nobody thought of making a card game like this before, and now there are dozens of them and everybody's playing them. That got me thinking, 'cause I don't think *Magic* was the first. Yeah, I'm sure they're the first that called themselves collectible, but here and there I could swear

I remember playing crappy fantasy or superhero card games. I specifically remember playing a Marvel superhero game on cards in elementary school some years back.

Do you guys know of any other card games that pre-dated *Magic*?

James Cole
New Berlin, WI

Hmmm...there's *Flying Buffalo's Nuclear War*, a game called *Sqworm* (covered in *InQuest* #6's "Swan Song") and...that's all we can think of. If anybody out there's got any more, write in and share the knowledge.

Magic Mindset

What's the most annoying *Magic* play ever played against you?

Daniel Krydon
West Haverstraw, NY

When the people in our gaming group refuse to play anything but *Magic*.

Hey, we survived another letter column. Before we go, special announcement section: as of next month, "Inquisition" will be in the hands of someone terribly familiar to *InQuest* readers. Who is it? He'll see you in 30.

BE A FREAK!

The first annual *InQuest* costume contest is underway and all you have to do to win is dress up like your favorite fantasy/sci-fi/whatever character, snap a photo and mail it to us. Doesn't matter if you wanna be a *Magic* character, *D&D* character, *Netrunner* guy, somebody out of a novel/movie, we don't care.

There are some rules though:

1) The costume itself must be homemade, but you can buy store-bought items to enhance it (like, you can dress up like Drizzt Do'Urden and use store-bought scimitars).

2) Have someone photograph you in your costume in multiple poses/settings (Polaroids will NOT be accepted!), attach your name, address, phone number, the name of the character and where he/she's from on the back of each photo (Don't write on the photo!), and mail the whole thing off to:

IQ Costume Contest
151 Wells Ave.
Congers, NY 10920

What'd'ya win? A complete set of Moxes from *Magic: The Gathering*, but if you don't get us your photos by July 22, 1996, you don't win Jack!

Send yer letters to
InQuestMag@aol.com or.

INQUISITION

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Congers, NY 10920
Include your full name, mailing address and phone number in all letters. Some letters may be edited for space.

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HOT PROPERTIES

X-Files CCG Preview

NXT Games and Donruss have scheduled a collectible card game based on the Fox TV network's "X-Files" series for release this July. The designers are working closely with show creator Chris Carter to capture the flavor of the series in the cards, which will feature shots from the first two seasons.



In the game, each player puts together a team of FBI agents and a conspiracy. Each player's agents investigate sites in order to unmask the opponent's conspirator and thus win the game.

Ron Kent, one of two designers of the *X-Files* CCG, was quick to describe the game as "something different. It's not my monsters vs. your monsters, it's my deductive reasoning vs. your deductive reasoning."

Duncan Macdonell, the other designer, characterized it as a "thinking gamer's" game and "a conversation-based game. You need to ask questions of your

opponent and take notes on the clues discovered. [Most other games] are 'How quick can I kill you?'"

The designers feel that their CCG will interest even those unfamiliar with the TV show. "It'll appeal to a person's sense of curiosity," Kent said.

To avoid complaints about the rarity of popular characters in other licensed CCGs, "X-Files" two main characters, FBI Agents Fox Mulder and Dana Scully, will have common cards. But those cards will represent the agents when they first meet. Uncommon and rare cards will increase the agents' skills. Planned chase cards will represent important events from the series, such as "Fox has a near-death experience" or "Scully is abducted."

The *X-Files* CCG will include approximately 300 cards and will be available in starter decks (tentatively set at 60 cards) and booster packs (either eight- or 12-cards each); prices are being determined. Future expansion plans include seasonal updates plus a card set for the tentatively planned 1997 "X-Files" movie.

NXT Games also designed the *Red Zone* and *Top of the Order* sports CCGs published by Donruss.

Kent, when asked if the cards will hold any surprises for gamers, responded in typically enigmatic "X-Files" fashion: "Just make sure you look real closely at the cards."

—Andy Collins

New White Wolf CCG

White Wolf says its new collectible card game, *Arcadia: The Wyld Hunt*, due July, will introduce players to a special fantasy environment: Arcadia, home of the changeling fairies.

Like the company's previous CCGs, *Vampire* (done with Wizards of the Coast) and *Rage*, *Arcadia* is drawn from one of White Wolf's "World of Darkness" roleplaying games. But "we decided to base *Arcadia* on *Changeling: The Dreaming* rather than our *Wraith* or *Mage* games because *Changeling* has a high-fantasy setting rather than a contemporary one. It doesn't take place in the mundane world," said White Wolf Director of Marketing Greg Fountain. He added that "*Arcadia*'s character-based design is unique."

Cards are packaged in 15-card character and story booster packs, which should sell for around \$2.50 each. Each character booster pack comes with a character card and other cards which define character attributes and skills. Story booster packs detail game locations and challenges.

There are no starter decks; one of each type of pack should be enough for one player to start a game.

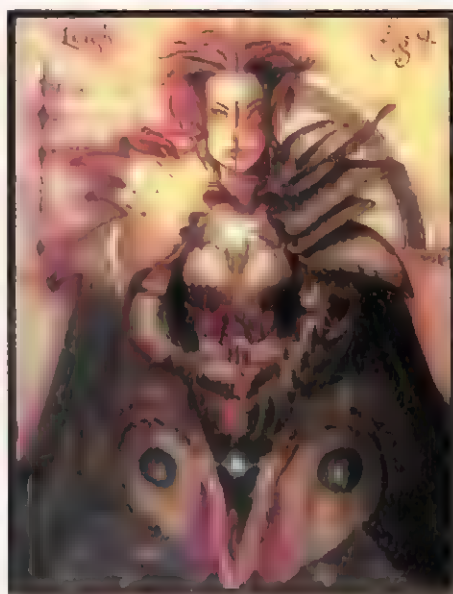
As characters journey through Arcadia and complete tasks while trying to hinder other players from finishing their own quests, they gain items and experience points that can be spent to improve their skills or buy new ones.

Game designer Mike Tinney said "the most challenging part of creating *Arcadia* was putting together something that could be played and enjoyed with only a single character pack and a single story pack."

Many *Rage* artists worked on *Arcadia*. Tony Diterlizzi, best known for his artwork in the *Changeling* RPG and *Blood Wars* CCG, created *Arcadia*'s signature art as well as many card illustrations.

The Wyld Hunt will be the first of a three-part "story arc." The second part, *King Ironheart's Mines*, should be out in late fall of 1996, while *The Lion's Den*, the concluding story, will be released early in 1997. An *Arcadia* strategy guide should be in game stores in September 1996.

—Charlene Brusso



Wizards of the Coast Caravan Tours

The new and improved Wizards of the Coast Caravan Tours are under way, and WotC wants everyone to experience what it calls "an obvious win-win situation for everyone."

For the fan, a local Caravan stop is a chance to meet a favorite *Magic: The Gathering* artist and possibly get rare Alpha Moxes signed.

For the artist, it's a chance to meet colleagues and the public, take an expenses-paid vacation—and, for Dan Frazier, extol the educational benefits of *Magic*.

For the retailer, it's a chance to treat longtime customers to something special and draw in new visitors.

And for Wizards of the Coast, it's a chance to promote products, talk to retailers and consumers and entertain fans.

Each five-day tour features two *Magic* artists and two company employees. Each stop lasts six hours.

The next caravan is scheduled for western Canada in late May. For more information call WotC at (206) 226-6500 and ask for Caravan Tours.

On one mid-February night the Caravan stops at Neutral Ground, a New York City game store. The place is packed.

"The artists are here to sign cards, talk about their artwork, meet people," Tour Coordinator Tara McDermott explains. "You get a chance to see a variety of their work, not just in *Magic* but in other games."

This tour's artists, Frazier and Doug Shuler, are from Colorado. A bonus tonight is the appearance of Long Island artist Jeff Menges.

The "gunslingers," as the WotC employees are called, demonstrate *Netrunner* and other games and play speedy *Magic* duels against fans.

"The most important thing I get out of this is seeing how *Magic* was in places other than my hometown," Shuler says.

"This game is just crazier than I would have ever expected," he marvels. "The players in New York are a lot more serious... [They] have

more varied deck types.... It seems that the decks are certainly much faster, much more serious. I don't stand a chance against them." He chuckles. "At home I'm a good player!"

The expenses-paid trip is one reason Shuler joined the caravan. But, he notes, "If it weren't for these fans I wouldn't be working. This is my way of saying thank you: Going out, signing autographs, meeting people.

"The artists don't get paid for this; we're doing it because we believe in the game and we think it's worth supporting."

That's especially true for Frazier, who says he passed up assignments to take the tour.

"I was a teacher for 20 years and I've never seen anything that even approached what *Magic* does for the brain," he said. "It's like heavy weightlifting."

In educational terms, Frazier noted, *Magic* is a carrier, an activity that encourages children to learn. Not only must they work to acquire cards, they must learn how to organize their collections; look after its physical condition and security; build decks; adjust strategies mid-game; and handle victory and defeat gracefully.

The Caravan Tours, Frazier says, let him reassure parents of *Magic*'s benefits.

Frazier also likes seeing other artists and sharing the ideas and experiences that are part of his "total ideal job."

As Frazier speaks, the din in the main room grows louder. The Caravan is handing out prizes and preparing to move out. Neutral Ground is bursting with festive gamers.

The artist smiles. "These kids out there, they're going to be the brightest and the best."

All in all, an obvious win-win situation for everybody.

—Matthew E. Milliken



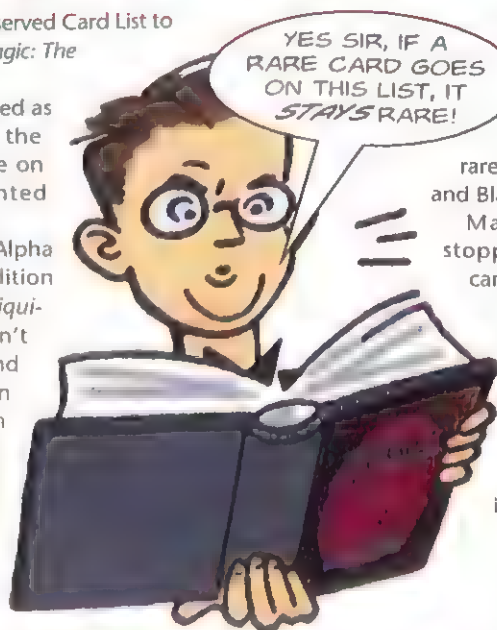
New *Magic* Reprint Policy

Wizards of the Coast has created a Reserved Card List to protect the secondary market value of *Magic: The Gathering* cards.

Reserved cards will never be reprinted as tournament-legal cards. Cards with the same ability and casting cost as those on the reserved list will never be printed or reprinted.

The list includes all cards from the Alpha and Beta sets that aren't in Fourth Edition or *Ice Age*, all *Arabian Nights* and *Antiquities* rares and uncommons that haven't yet been reprinted, and all *Legends* and *Dark* rares that haven't yet been reprinted. Furthermore, no more than 25 percent of the rares from *Fallen Empires* or any subsequent set will ever be reprinted.

After last year's release of Fourth



Edition and *Chronicles*, the values of many older cards plummeted. If WotC was willing to reprint powerful cards like Recall, collectors wondered, couldn't it also reprint rarer, more valuable cards like the Moxes and Black Lotus?

Many collectors and speculators stopped dealing in out-of-print *Magic* cards for fear that they would lose value if and when Wizards of the Coast decided to reprint them.

WotC may reprint cards on the reserved list for new foreign-language editions and in unusual formats, such as collectors-only editions and atypical sizes, that can't be used in tournament decks.

—Jeff Hannes

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Thunder Castle Buys Mag Force

Thunder Castle Games, makers of the *Highlander* and *Towers in Time* collectible card games, has purchased Mag Force 7, creators of the *Star of the Guardians*, *Wing Commander* and the upcoming *Star Trek: The Original Series* collectible card games.

The announcement was made at the 1996 Game Manufacturers Association Trade Show in Atlantic City by Thunder Castle President Mike Sager and Mag Force 7 President Margaret Weis.

"I think what made it work out so well is that [Mag Force 7] is mostly creative people and I came mostly from the business side," Sager said. "They were looking for someone who would stay true to what they wanted to establish as a company. They also wanted someone who could take things a step further in marketing the game."

"It basically frees Don Perrin and I up from a lot of the managerial responsibilities so we concentrate on the creative end, which is what we like," said Weis, widely known as the best-selling co-author of the *Dragonlance* novels. "I just discovered I really didn't like being president of a game company."

The idea for the buyout was apparently broached over dinner at a gaming convention. Eventually discussions turned serious.

"We've worked valiantly to limit the number of products we've put out so that we can give them all support," Sager said. "Yet there's something to be said for adding new products to your list. It's definitely easier for us to market four products than for two companies to each market two products."

Thunder Castle Games will continue to release and support its own games, as will Mag Force 7, but as an imprint of Thunder Castle.

—Matt Forbeck

Hero Splits from ICE

Hero Games has severed its long relationship with Iron Crown Enterprises.

Hero Games was formed more than 15 years ago to publish *Champions*, a popular superhero roleplaying game with innovative mechanics. For the past 10 years, ICE (which recently released the *Middle-earth: The Wizards* collectible card game) produced and distributed *Champions*-based products under the Hero Games imprint. ICE ultimately produced over 75 game products for Hero Games.

"Both companies realized that they could each do a better job by focusing on their own products," Hero co-founder Steve Peterson said. "Fortunately, with the *Middle-earth* card game, our leaving ICE isn't going to really hurt them in any way."

Although their contract ran for another year, "even if we had kept the line, it probably would have been as a secondary effort," ICE CEO Bruce Neidlinger said. "They asked us to let them out of the contract, and we, being the nice guys we are, gave it to them. We were a little saddened by it because we had some plans, but such is life. We're all still friends, and we wish them luck."

Hero is negotiating with another publisher to take over production of Hero Games paper products. It hopes to broker a deal shortly and have new paper products out by late '96.

Meanwhile, Hero is developing Hero Plus, a high-tech line. Hero Plus gaming products are being produced electronically in Adobe Acrobat format, which can be read and printed out by

IN OTHER NEWS...

- Get two free *Magic: The Gathering* boosters with the purchase of a *Magic* gift box until June 30. Look for details at participating *Magic* retailers.

- *Spawn*, the *Savage Dragon*, *Youngblood*, the *Maxx* and other popular Image Comics characters, locales and equipment are coming your way as part of a June all-Image expansion for the *WildStorms* comic book superhero CCG.

- You've probably heard about *Alliances*, the *Magic* set chronicling the time after the end of *Ice Age*. But you may not know that *Ice Age* really is ending: As announced in '95, *WoTC* has stopped printing cards. The ice supply should run out around June.

- *Magic's* second pro tournament kicks off at the Hotel Queen Mary in Long Beach, Calif., May 3-5. \$130,000 in prizes are at stake for the players, who will make their decks after a card draft at the tourney. General admission is \$5.

- *Wizards of the Coast* opened its Official Tournament Center and Game Club in April. This area at the company's Renton, Wash., headquarters has video games, snacks, *Magic* artwork and other attractions.

- The stars are dying in *Fading Suns*, the RPG of the far future from Holistic Design. Two former designers of *White Wolf's* "World of Darkness" are collaborating on the game, due in August. A computer game is in the works.

- Daedalus Entertainment urges you to come *Back for Seconds* in May. This sourcebook traces old elements of the *Feng Shui* RPG and introduces new ones. *Marked for Death*, also out in May, contains ready-to-run scenarios.

- Terry Pratchett's Discworld fantasy universe will be the subject of *GURPS Discworld*, due in '97 from Steve Jackson Games. Pratchett himself will co-write the book.

- To order *GURPS* books in Braille or on cassette, write Nancy Feldman, *GURPS* Braille Project, 1440 W. Fourth Ave., Eugene, OR 97402.

- The 1995 Origins Awards nominees for best card game are *The Great Dalmuti* (*Wizards of the Coast*), *Illuminati: New World Order: Assassins* (Steve Jackson Games), *The Last Crusade* (Chameleon Eclectic), *Middle-earth: The Wizards* (Iron Crown) and *Shadowfist* (Daedalus).

- Look for *Fantasy Adventures* cards or card offers with the following books: *A Guide to Collectible Card Games* by Tom Owens (Millbrook Press, available now); *The Shadow Smith* (a *Might & Magic* novel, Del Rey, available now); *The Magic Touch* by Jody Lyn Nye (Warner Books, available soon); *Earth, Air, Fire & Water* (a *Fantasy Adventures* novel, Baen Books, available August).



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Macintosh and Windows computers. These products will be published on floppy disks, but Hero Games is currently investigating using the Internet (and a new "killer Web site") for quick-and-easy distribution.

Look for both out-of-print paper products and new made-for-Acrobat products under the Hero Plus banner. "Hero Plus will eventually be able to provide our fans with all of their favorite products. It will be a way to get new Hero products out to our audience swiftly," Peterson said.

—Matt Forbeck

Magic Tourney Lists Revamped

The Duelists' Convocation has changed its lists of cards banned from and restricted in official *Magic: The Gathering* Tournaments. Now Type I tournaments and Type II tournaments each have their own restricted and banned lists.

Ali from Cairo, Black Vise and Sword of the Ages were removed from the Type I restricted list, and Time Vault was removed from the Type I banned list. Recall, Maze of Ith and Feldon's Cane were removed from the Type II restricted list.

The most significant change is the removal of Time Vault from the banned list. Originally banned because of the potential for abusive combinations, errata has removed Time Vault's abusive powers.

The DC cited the decrease in use of creatures in tournament decks as well as the ability for every color to deal with creatures as the reasons for the changes in the status of Ali from Cairo and Sword of the Ages. Black Vise was unrestricted because it is not as effective in Type I as it is in Type II. Recall and Feldon's Cane were unrestricted in Type II because there are very few spoiler cards in the Type II environment, therefore making the card-recycling uses of Recall and the Cane less potent.

Maze of Ith was removed from the restricted list because, as a card in *The Dark* expansion set, it's automatically banned in Type II play.

Since many people have complained about the DC's erratic schedule of rulings, the DC announced that it will only change the restricted and banned lists on March 1, June 1, September 1 and December 1. Any changes made on those dates will take effect on the first day of the following month.

—Jeff Hannes

Ali from Cairo and Feldon's Cane are off the restricted lists.



IN OTHER NEWS...

continued from page 16

• "Babylon 5" fans should look to get their hands on Chameleon Eclectic's *Babylon Project* RPG this fall.

• U.S. Games Systems introduced its Kingdom Edition of the *Wyvern* CCG at March's GAMA Trade Show. Each card of this unlimited edition has a *Wyvern* insignia and black border. Players can redeem 50 Kingdom booster wrappers for 38 cards from the *Phoenix* expansion.

• Who's your favorite character in the basic *Rage* set? If you let White Wolf

know before Wednesday, May 15, 1996, and enough people agree with you, that character will return more powerful than ever in *Legacy of the Tribes*, *Rage*'s fall expansion. E-mail your opinion to achilli@aol.com, call (404) 292-WOLF (292-9654) weekdays from 9 a.m. to noon and 2 p.m. to 5 p.m. EST, or mail *Rage* Legacy Vote, c/o White Wolf Game Studio, 780 Park North Blvd., Suite 100, Clarkston, GA 30021.



• Fleer/SkyBox is seeking approval for a National Hockey League game that would be released October.

• Space is limited in Columbia Games' *Napoléon: Waterloo* board game tourney, to be held at Origins in Columbus, Ohio, this July. The champion gets a trip to Belgium. Call (800) 529-3976 for more convention info.

• You can redeem an ultrarare *Hyborian Gates* Ancient Gate card for a signed and number Boris Vallejo or Julie Bell print. Send the card via certified mail to Ancient Gate Redemption, c/o Cardz, P.O. Box 5828, Arlington, TX 75050.

• Britain's Dr. Who, the subject of a Fox science fiction TV movie due

in May, is also set for an upcoming collectible card game distributed by MMG. Call Wargames West at (800) SOS-GAME for more details.

• Seattle-based Tynes Cowan Corp. bought the rights to *Everway* for its Pagan Publishing arm. The RPG was dropped by WotC after a December re-organization. In related news, Atlas Games picked up *Ars Magica* from WotC.

• DC Comics' three-part adaptation of *Nine Princes in Amber* begins shipping in May. Award-winning science fiction writer Terry Bisson ("Bears Discover Fire") scripts.



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X-COM: APOCALYPSE DUE SUMMER

The tentatively titled *X-COM: Apocalypse* is slated for the end of summer (MicroProse, \$59). The third game in the *X-COM* series will focus on just one city instead of the whole world. Enhancements include more sophisticated air combat, larger battles and better graphics. MicroProse is also considering real-time tactical maneuvers.

Blizzard Entertainment, makers of the fine *Warcraft* series, have a new fantasy roleplaying computer game, *Diablo* (May, \$60). Although at first glance it looks frighteningly similar to Origin's unpopular *Ultima VIII*, several twists make this game a better prospect. First off, the dungeons have a random level generator, yielding far more play value than usual. Even better, Blizzard hopes to invade the multiplayer RPG market, formerly reserved for online providers, by allowing up to four gamers to cooperate in this game via the Internet.

Up to six players can take part in *Conquest of the New World* from Interplay (May, \$45). This strategy game allows many possible paths for you to lead your colonial power to victory, including trade and war. Check out the demo at <http://www.interplay.com>.

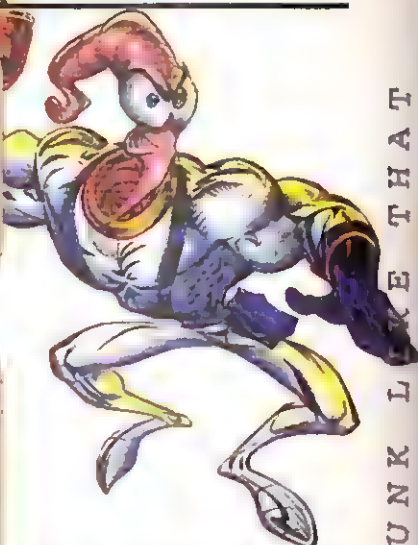
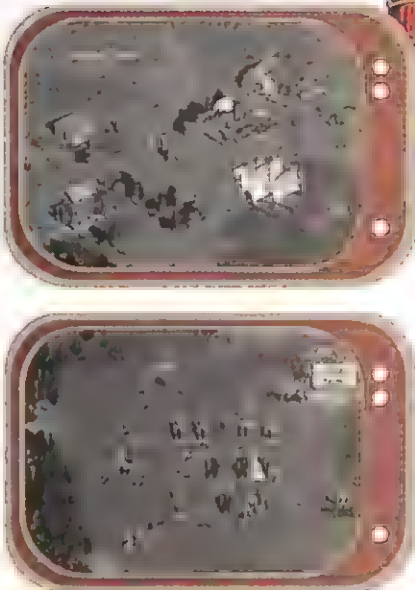
In *Z*, by The Bitmap Brothers (\$60, May), two teams compete in real time to blow things up. Although the "expand and build up your forces faster than your opponent" game is becoming routine, this game should fit nicely on your hard drive. You won't waste much time learning the simple interface and the hilarious between-scenarios sequences are certainly worth showing to your friends.

Earthworm Jim, the worm who wears a super-powered space suit and often tells his foes to eat dirt, is now available in Playmates Interactive Entertainment's action game *Earthworm Jim* (\$49). This arcade game has our intrepid hero using his head in new and profound ways—such as spinning his head like a helicopter or using it like a whip—to overcome the usual obstacles in a two-dimensional game. Type "ITSAWONDERFUL" to get an extra life.

Westwood Studios plans to capitalize on its *Command and Conquer* game with (surprise!) a sequel. *Red Alert* (August, \$55) will have more units, including naval forces, saboteurs, thieves (who hot-wire vehicles!) and guard dogs. Other tweaks involve larger maps, radar jamming and, most importantly, six-player net gaming.

QQP, makers of such engagingly simple games as *The Perfect General* and *Conquered Kingdoms*, has been purchased and disbanded by American Laser Games. While ALG intends to publish QQP products such as *The Lost Admiral II*, release dates are unclear. Other games, including the much-advertised *Awful Green Things From Outer Space*, will soon be announced as zombieware (i.e., will never be published).

—Rick Moscatello



Left: *Conquest of the New World*. Above: Earthworm Jim has his own game from Playmates Interactive.

PLUGGED IN

Electronic Tolkien

A great play-by-electronic-mail (PBEM) site is Rolemaster PBEM, concerning J.R.R. Tolkien's Middle-earth, at <http://home.ptd.net/~dorian/gptolk.htm>. The site features an ongoing story with summaries for beginners. If you're not on the Web, you can e-mail Rolemaster at dorian@postoffice.ptd.net.

There's a new Web site dedicated to Tolkien's runes and other fantasy languages. The Tolkien Fonts page located at <http://babel.uoregon.edu/yamada/fonts/tolkien.html> has fonts you can use with your computer.

Internet Redemption

Like most well-conceived official Web pages, the *Redemption* home page (<http://www.redemption.com/doorway.htm>) features tons o' useful information. The "Glossary of Terms" is by far the coolest part of the page. It features quick-loading graphics and definitions that help you understand the nuances of the game. The special announcements section offers peeks at *The Prophets* expansion set.

Web Netrunners

Get to know WotC's new cyberpunk CCG by joining the *Netrunner* e-mailing list. Send e-mail to listserv@oracle.wizards.com. The only thing your message should say is "SUBSCRIBE NETRUNNER-L Your Real Name", where "Your Real Name" is your actual name, not your screen name.

A CCG Warehouse

One of the best-organized Web resources for gamers has to be Sprig's Collectible Card Games Warehouse at <http://www.itis.com:80/other-games/plain.html>. This page unselfishly offers a tremendous number of links to CCGs, dice games, magazines and companies. Make this your starting point on the Web.

—Buddy Scalera (WizardTGTC@aol.com)

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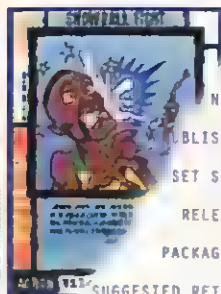
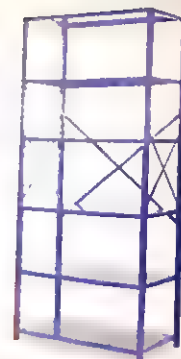
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ON THE SHELVES

THE GUIDE TO UPCOMING GAME RELEASES

By Matt Forbeck



NAME: Fast Break
PUBLISHER: WildStorm
SET SIZE: 308 cards
RELEASE: May 1996
PACKAGING: 60-card starter decks; 12-card booster packs
SUGGESTED RETAIL: \$7.95 per starter deck; \$2.25 per booster pack

Here's the Deal: Fast Break is the first CCG to focus on the most popular sport in America: basketball! You and your opponent each coach one of eight fictional NBA teams. Starter decks each contain one of four complete teams of 12 player cards plus 48 random action cards. Boosters contain 12 cards of any type, and one in nine packs features an all-star player chase card. Designed by yours truly, with hilarious artwork by Hilary Barta and others, this game is fun for both hoops fans and gamers alike.



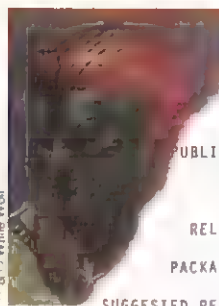
NAME: Lunch Money
PUBLISHER: Atlas Games
SET SIZE: 110 total cards
RELEASE: May 1996
PACKAGING: Box set
SUGGESTED RETAIL: \$16.95 per set

Here's the Deal: Atlas' second noncollectible card game (Once Upon a Time was the first) makes you and four to five foes kids in a school yard battling for supremacy and, of course, lunch money. Atlas' Jeff Tidball calls it "a dark, little, unwholesome thing" and a real blast besides. Games are quick and dirty—just like the real thing!—and last only 10 to 15 minutes each. Suggested for mature gamers who like their humor black.



NAME: New York
PUBLISHER: Mayfair Games
SET SIZE: 120 cards
RELEASE: May 1996
PACKAGING: Fixed 120-card sets
SUGGESTED RETAIL: \$15 per set

Here's the Deal: Now some of the most expensive real estate on the planet can be yours for just 15 bucks! The third expansion set for SimCity, the collectible card game based on the addictive Maxis computer game called SimCity (what else?), features 120 new cards. You get the complete set of Big Apple cards in each double deck. Check out the Statue of Liberty, the New York Stock Exchange and other Noo Yawk hot spots.



NAME: Warriors of the Apocalypse
PUBLISHER: White Wolf
SIZE: 128 pages
RELEASE: May 1996
PACKAGING: Softbound book
SUGGESTED RETAIL: \$15

Here's the Deal: This book takes many of the prominent characters from the Rage CCG and tells you everything you'd want to know about them. This includes each character's entire history as well as full statistics for the Werewolf: The Apocalypse roleplaying game. All of the expansion sets up to the latest, War of the Amazon, are represented in the book. Both Rage and Werewolf players should find this an interesting read.



NAME: Alliances
PUBLISHER: Wizards of the Coast
SET SIZE: 140 cards
RELEASE: June 1996
PACKAGING: 12-card booster packs
SUGGESTED RETAIL: \$2.45 per booster pack

Here's the Deal: This ninth Magic: The Gathering expansion, a limited-run, black-bordered set, is the first sequel to Ice Age, the stand-alone mega-expansion set which coincidentally should be out of print in June. This set continues the storyline from Ice Age: The world is thawing and old enemies must form new alliances to face new threats in a rapidly changing world. The set features art from the regular Magic crew plus famous comic book artist Bill Sienkiewicz.



NAME: The Dragons
PUBLISHER: Iron Crown Enterprises
SIZE: 180 cards
RELEASE: June 1996
PACKAGING: 15-card booster packs
SUGGESTED RETAIL: \$2.95 per booster pack

Here's the Deal: The first expansion for Middle-earth: The Wizards introduces the rest of the dragons of Middle-earth into the mix. The set also has a slew of new cards featuring mostly new art from luminaries like Angus McBride. Each booster contains one rare, four uncommon and 10 common cards, giving you only half the rares in the original boosters. Each booster also has a six-page rules addendum that adds some new mechanics to the game play. There'll be cards that allow dragons to attack outside their lairs, lots more lore cards to augment the sages' spell-casting, and expanded movement rules for sea voyaging.

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Deal With It.



Dear GOD, I hope I'll never have to be
the scorekeeper again. ©1988, Gifford, Inc.

3rd by Deophorus Feb 8 & 1996 Deophorus
and the Anti-Crest Game, and also used in the
and the Anti-Crest Game, and also used in the
Hatched Gameplay by Telemachus Games Services

Illusionary Terrain

By Rick Montecello

Ice Age introduced the new concept of "cumulative upkeep," and Magic players everywhere summarily rejected the idea. Why play a card which, sooner or later, will go to the graveyard regardless of what your opponent does? With such losers as Musician, Halls of Mist, and Brand of Ill Omen, one could easily come to the conclusion that "cumulative upkeep" means "this card for display purposes only," especially if the cumulative upkeep is more than one mana.

One card, however, easily defies this conclusion: Illusionary Terrain. For two blue mana, you get to turn all basic lands of one type into basic lands of a different type of your choice, all for a cumulative upkeep of two colorless mana.

At first glance, this looks like an expensive version of Magical Hack—after all, for one blue mana, the Hack can change any land word into another. Not so. Sure, Magical Hack plus Flashfires may destroy all basic lands of one type, but Illusionary Terrain and Flashfires can do the same. And what happens if your luckless opponent is already playing plains and mountains? Well, convert his mountains into plains and then cast Flashfires—you've nuked all of your opponent's basic lands!

"But I can't risk losing any of my own lands," you whine. Avoiding basic lands is still easy to do—*Fallen Empires* and *Ice Age* both provide plenty of options here. If you are really concerned about not killing your own lands, though, you can combine Illusionary Terrain with Volcanic Eruption and kill the other guy's "mountains" while leaving your lands intact—a trick that Magical Hack can't do.

Aside from its awesome land destruction capability, Illusionary

Terrain also works well with other cards. Combo it with Karma or Monsoon (if you don't play with many islands), and you'll be happy to pay the upkeep for the two or three turns it takes to kill your opponent.

Again, this is a better deal than Magical Hack, since if you Hack your Karma, your opponent might still be able to cast some spell to kill the enchantment—and you'll have a card invested in the Karma. But, when you Illusionary Terrain his lands into swamps, you've not only made Karma devastating, you've also hurt his ability to cast spells.

If your opponent doesn't play swamps, he might snicker when he sees your Angry Mob coming for him. You'll smear the smile off his face when you turn his half dozen forests into swamps, irritating your Mob quite a bit.

But what if you play black? Well then, cast Illusionary Terrain (cheaper to cast than *Infernal Darkness*) and turn your opponent's lands into swamps—black has plenty of swampwalkers, and with Zuran Orb so popular, this is a better deal than *Evil Presence*. If you're playing with more than black, use Terrain on yourself to create a Nightmare of unexpected power or to take out the other guy's Nightmare instead.

Is your opponent using regenerators or "pumpable" knights like the Order of Leitbur? He'll be hard pressed to use them once you change the color of his mana. Your opponent puts out a Force of Nature or Minion of Tevesh Szat? Make him feel pain by cutting off his ability to pay upkeep.

If you're playing lots of blue, you probably use Control Magic, so Illusionary Terrain can, in a pinch, turn your own lands into whatever you need to pay upkeep/pumps/regeneration on your newly controlled creature. Most Merfolk decks use the Hack to change the islandwalk-granting ability of the Lord of Atlantis. Illusionary Terrain can turn your opponent's stuff into islands, shutting down his spellcasting in addition to allowing Merfolk to attack unimpeded.

Finally, don't be confused by all these fancy combos. The ability to shut down even half of your adversary's spellcasting ability is important enough to win you a game in many a circumstance.



■ For two blue, Illusionary Terrain really screws up your opponent's mana situation.

Rick Montecello thinks Mother Nature's got an Illusionary Terrain of her own, what with all the snow we've been having this spring!



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Sanctioned Tournament

Stumpers

By Beth Mouraund

Frequently asked questions on *Magic: The Gathering*

Q: If I used my Icy Manipulator to untap my opponent's Time Vault, would he have to skip a turn?

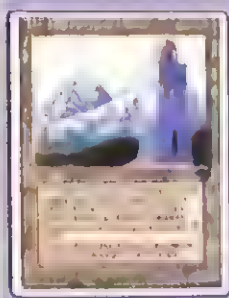
—Shaun Struble, Hutchinson, KS

A: No. You just gave him a free turn.

Q: Urza's Tower says, "If you control Urza's Tower, Urza's Power Plant and Urza's Mine, add three colorless mana instead of one." On Urza's Power Plant and Mine it says add two colorless instead of one. Which is it?

—Matt Cannon, Fort Oglethorpe, GA

A: Both. Towers produce three when all three cards are in play; the others produce two each.



Exactly how much more mana does a set of Urza's lands produce?

Q: If my opponent casts Torture on my Shivan Dragon and puts a -1/-1 counter on him after I inflated him, does he become 5/4 or 4/4 at the end of my turn?

—Sean Lande, DeWitt, MI

A: 4/4.

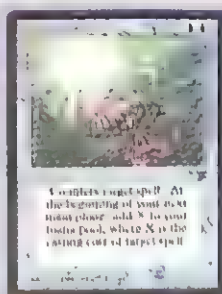
Q: If you put Venom on a Thicket Basilisk, would regenerating creatures have to regenerate twice, once for the Venom and once for the Basilisk's natural ability?

—Brendan Shepherd, Ann Arbor, MI

A: No. When a creature is already on the way to the graveyard, additional "destroy" effects don't bother it. If the Basilisk did enough damage to kill a regenerating creature, the victim would have to regenerate both during damage prevention and again at the end of combat when the destruction effects occur, though.

Q: For Mana Drain, I receive the mana used to cast the target spell. Is it colorless or all the colors that my opponent used?

—Wayne Choi, Pitt Meadows, British Columbia



Yeah, you know this card's fantastic, but do you know what color the mana you get from counter-ing something is?

A: Colorless.

Q: If you Shrink a Scurb Sprites or a Shanodin Dryads, do you gain four life when they attack you?

—Michael Hsu, Brecksville, OH

A: No. Creatures with negative power effectively have zero power for all purposes except raising their power back up again. (Nice Black Vise/Rack Stuffydoll on the envelope!)

Q: If I Clone a Nightmare, does the Clone have power and toughness equal to the Nightmare I cloned or does it have power and toughness equal to however many Swamps I own?

—Robert Nuzzi, Davie, FL

A: The number of Swamps you have in play. (You might own hundreds of Swamps!)

Q: I have a Kird Ape, Mountain and Pendelhaven in play at the beginning of my turn. I tap Pendelhaven to give my Kird Ape +1/+2 until the end of my turn. I then play a Forest. Does this make my Kird Ape 3/5?

—Aaron Wade, Science Hill, KY

A: Yes. (But you won't be able to use Pendelhaven on the ape any more while the Forest is there.)



The ol' Kird Ape/Pendelhaven trick—does it work?

Stumper of the Month

Q: I have Living Lands in play, and two of them are Consecrated—essentially unkillable 1/1 creatures. My opponent plays Retribution on those two lands. Yes, one of them gets buried (I believe) but what happens to the other? It becomes a 0/0 creature, which by definition must go to the graveyard, but Consecrate Land prevents this!

—Scott L. Gray, Columbia, MO

A: Actually, they both live. "Bury" is defined as "destroy without allowing regeneration," so Consecrate protects from burial. The other one is the strange case. The zero-toughness land-critter keeps trying to die, and the Consecrate keeps saying, "Nope." It's almost like a Clergy of the Holy Nimbus with Weakness cast on it and an opponent who refuses to pay Clergy's anti-regeneration cost. In any situation like this, the creature stays in play. The Clergy become tapped from regeneration, but the Consecrated critter just shrugs the whole thing off.

This month's winner walks off with three different foreign edition *Magic* packs and a pack of *Legends*!

Q: When a Clone first tries to come into play, can I use Deflection to make the Clone copy something else?

—Jason Glasco, Cobden, IL

A: You can Deflect a Clone just like any other single-target spell when it's being cast. If you wait until it's actually coming into play, you're too late.

Q: Can I cast Dark Rituals, Songs of the Damned, Oaths and other spells and reflect them with a Reflecting Mirror to other people to give mana burn? Furthermore, can I reflect summon spells?

—Jesse Stetson, Champion, MI

A: No and no. Reflecting Mirror may only target spells that target you. If a spell doesn't say "target player," it can't be the target of Reflecting Mirror.

Q: What if the word "Swamp" on Drought were Magically Hacked to read any other land your opponent isn't playing?

Erik Rodriguez, Beechurst, NY

A: Then your opponent can't use any spells or effects that cost black mana. How sad.

Q: Can a player split up a Tetravus into four 1/1 creatures, sacrifice the three token creatures to a Fallen Angel, Unsummon Tetravus and then play Tetra again next round for more sacrifices?

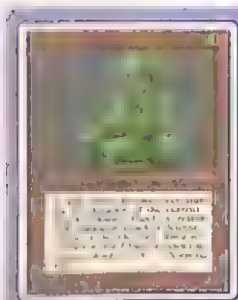
Aric Sundquist, Ishpeming, MI

A: Sure.

Q: I just sacrificed my Transmogrator to make my opponent's Frozen Shade an artifact creature. When she tries to pump it up, can I counter that with Rust or Brown Ouphe?

Reid Jones, Barstow, CA

A: Yes. But if she has extra mana, she



■ Hey, neat—the Jade statue can be both a 4/4 and a 3/6 creature. Check out the stumper below.

can just pump it again.

Q: If a Jade Statue is Animate Artifacts, can you still spend the mana to make it 3/6?

—Matt Roy, Kakabeka Falls, Ontario

A: Yes.

Q: If I attack my opponent with both my Zombie Master and Lim-Dul's Cohort and he blocks and kills both of them can I still regenerate Lim-Dul's Cohort?

—Sean Lande, DeWitt, MI

A: Yes, so long as they're both going to the graveyard at the same time. If the creature blocking the Zombie Master had first strike, then the Master would die first and you couldn't regenerate the Cohort.



■ Can you unload cards through Land's Edge faster than Storm Seeker?

Q: If someone attacks with a Juggernaut and Berserks it and Forks it, can I still Swords to Plowshares it even if I've already declared I'll take the damage and take no damage instead?

—D. Lam, Rowland Heights, CA

A: Yes. By saying "I'll take the damage," you jumped ahead a couple of steps—you skipped fast effects and damage prevention. Your opponent made you back up to the fast effects step to cast Berserk. Strategy tip: Cast Swords to Plowshares as a response to Berserk. They'll resolve last to first, so your opponent will only gain a little life and both Berserks will fizzle.

Q: Land's Edge says I can discard a card at any time. Is this an interrupt? If someone plays Storm Seeker on me can I discard my entire hand and take no damage?

—Sean Vadnais, McComb, MS

A: It's a regular fast effect, not an interrupt. Yes, you can do it in response to Storm Seeker and take no damage.

Q: My opponent just cast Hymn of Rebirth on the Wiitigo in my discard pile. I Fork the Hymn on the Wiitigo. Will we both get a Wiitigo?

—John Harvey Crane, ...

A: The two Hymns resolve in last-to-first order. You get the Wiitigo and your opponent's Hymn fizzles because its target is gone.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

STUMPERS % InQuest

151 Wells Ave., Congers, NY 10920
Include your full name, mailing address
and phone number.

middle earth The Wizards Stumpers

Q: Does an automatic attack at a site have to be defeated to gain entry?

A: Nope. In order for the company to play cards during the site phase, the attack must only be faced.

Q: Can you play a hazard, say a Warg, then use the Mouth of Sauron special ability to bring back any hazard card, and play the same Warg again?

A: Absolutely. The sequence, however, does count as three against the hazard limit.

Q: Can an item that cancels attacks in combat also cancel automatic attacks at sites?

A: The Magic Ring of Nature, Torque of Hues or any other card that cancels unqualified attacks may cancel automatic attacks as well as hazard creature attacks or any other attacks. An effect (like Dark Quarrels) that cancels an orc attack in general will also cancel an orc automatic attack.

Q: What are the best starting minor items to equip your company with?

A: The best two starting minor items for a particular deck depends heavily on the nature of the deck. If playing with Aragorn II, Athelas is good. If playing a stealthy scout deck, Starglass with one buff warrior holding a Dagger of Westernesse is good. Elf stone can give the right amount of influence freedom with an elf heavy deck. And with a bunch of battle hungry warriors, two Potions of Prowess is a clear choice. Overall, the two best starting minor items in general are Elven Cloak and Starglass.

Q: Can you play Escape on an already wounded character?

A: No. If all your characters are wounded, you cannot play Escape because you have no target for it. Targeted character must be unwounded.

Q: Do unique creatures go to your marshalling point pile when they are defeated or back into your opponent's discard pile?

A: If any hazard creature is defeated (unique or not), it goes out of play, generally into an opponent's marshalling point pile.

Q: What happens if a company stops at a site but does not enter? Is the site still discarded when the company leaves?

A: If a company leaves a site without having entered it, the site is discarded. The player's location deck unless it was otherwise tapped (like with Long Winter or Foul Fumes).

Q: Can The Pale Sword modify any attack or just Nazgul attacks?

A: The Pale Sword can only modify a Nazgul attack. It works best when played on a Nazgul attack after strikes from the attack have been assigned. At this point the defender cannot cancel the attack, though strikes against it and the defender can still be canceled. The best thing about The Pale Sword is the corruption and the best thing about it is the corruption. The best thing about it is the corruption and the best thing about it is the corruption.

A ... editor for Middle ... this ... For ... send your ... standard ... mail to ... Charlottesville, VA 22902

MASTERS OF MAGIC

Four real-life wizards share secrets about winning tournaments, building decks and designing Magic.

You're a die-hard *Magic: The Gathering* player and you've fallen on tough times.

You've just been torched by your opponent for the fifth time in a row. You can't seem to get any of your combos to work, and no matter how many times you read *The Pocket Player's Guide*, nothing seems to help. Your friends cackle when they ask you for a game because they know you're an easy mark.

Wouldn't it be great if you could pick up some tips from the real wizards of *Magic*?

Alexander Blumke, the reigning world *Magic* champ, could probably show you a thing or two. So could Mark Justice, the U.S. champ. With a quick trip to the Wizards of the Coast's main offices, you could talk to Mark Rosewater, a designer on the *Magic* team. Or better yet, grab a few minutes with Richard Garfield, the *Magic* man himself.

Sure, that'd help!

But assuming you don't have the time, contacts or disposable income to arrange these visits in Geneva, Salt Lake City and Seattle, we've got the next-best thing. Blumke, Justice, Rosewater and Garfield all agreed to tell us about how they play the game they all love—maybe almost as much as you do.



WORLD CHAMPION ALEXANDER BLUMKE



BLUMKE, THE 1995 *MAGIC WORLD* champion, was born in Hamburg, Germany, moved to Geneva, Switzerland, at the age of 4, and became a Swiss citizen at 15. Now 27 years old, he's working toward a degree in English literature. Apart from traditional games, he plays a lot of tennis (even organizing tournaments at the local club) and enjoys skiing.

How were you introduced to *Magic: The Gathering*?

A friend of mine named Guillaume introduced me to it while he was searching for playing partners in the late spring of 1994.

How did you become the *Magic world* champion?

I won fourth place in the Swiss championship. (I lost my first match there.) In the world champi-

onship, I needed a 3-0 win in my last qualifying match to make it to the playoffs. I succeeded because my opponent's deck was the perfect match for mine. He had lots of big creatures, so my Hymn to Tourach/Dance of the Dead combo worked perfectly.

What's being the champion like?

As world champion, I get invited to certain events from time to time. Also, I have to answer to interview

requests, mostly from Switzerland, Germany, the U.S.A. I sometimes get phone calls from people I've never met—kids, most often—asking me to see them or to give them advice.

What about *Magic* appeals to you?

The seemingly infinite possibilities of playing and putting cards together. This has a way of triggering the imagination, which I like. Playing with over a thousand little works of art appeals to me aesthetically too.

What's your philosophy for playing the game?

Apart from trying to win, I also like being lucky. Although I'm not superstitious in any way, I can't help thinking of a roleplaying universe in which luck is a characteristic just like intelligence or strength. Not that I would be proud of it, or—even worse—believe it; I just like it.

How do you approach tournament-level deck building?

First, I try to spoil other people's play. That sounds unfair, but that's how one wins tournament games. I use hand- or land- or spell-destruction techniques, or I try to prevent them from playing anything. Sometimes I just take what they play.

QUICK GUNSLINGER DEMO DECK

Spells

RED

- 1 Blood Moon
- 4 Chain Lightnings
- 4 Lightning Bolts
- 1 Shatter
- 1 Wheel of Fortune

BLUE

- 1 Ancestral Recall
- 1 Copy Artifact
- 1 Timetwister
- 1 Time Walk

BLACK

- 1 The Abyss
- 1 Demonic Tutor
- 1 Mind Twist

GOLD

- 1 Stormbind

GREEN

- 1 Regrowth

WHITE

- 1 Balance

Artifacts

- 4 Barbed Sextants
- 1 Black Lotus
- 4 Black Vises
- 2 Howling Mines
- 1 Ivory Tower
- 1 Meekstone
- 1 Mox Emerald
- 1 Mox Jet

- 1 Mox Pearl

- 1 Mox Ruby
- 1 Mox Sapphire
- 3 Relic Barriers
- 1 Sol Ring
- 1 Urza's Bauble
- 1 Winter Orb
- 1 Zuran Orb

Land

- 4 Badlands
- 1 Library of Alexandria
- 2 Plateaus
- 3 Taigas
- 4 Volcanic Islands
- 4 Tundras

BLUMKE'S KILLER DECK

As employees of Wizards of the Coast, Richard Garfield and Mark Rosewater are not allowed to participate in official tournaments. They make decks only for play-testing and for fun, hardly in the killer vein. However, 1995 *Magic World* Champion Alexander Blumke and 1995 *Magic U.S.* Champion Mark Justice were each happy to share a killer deck with us. (Turn the page for Justice's deck.)

Be warned: These decks can slay your wallet as well as your opponent!

Alexander Blumke

This is the deck I played at Spiel '95 in Essen, Germany. Wizards of the Coast had invited me there to play at their gunslinger table.... I wanted a deck that could win as many games as possible as quickly as possible so that I could play against as many people as possible without looking too bad....

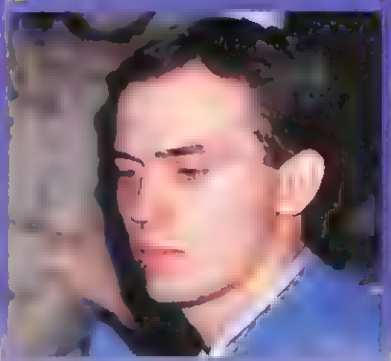
Thirteen lands plus the Library of Alexandria may seem like too few lands. Not for this deck, though. Eight of the spells require no mana, 20 demand one mana, 12 need two mana, four require three mana and the other two ask for four or variable amounts of mana. With the land, Moxes and Barbed Sextants, your supply will be fine.

There is one rule to follow with this deck: As long as an opponent is taking damage from a Vise and has blue mana available, don't cast anything—not even a Mox. Apart from that, this is a very easy deck to play. Not much thinking is required (although this depends on the opponent's deck), which makes for quick play—especially for me.

Second, I try to have some means of getting and playing more cards than my opponent.

Third, I also like to have some "mass spoiling" cards between the deck and the sideboard that work against any deck that is not versatile enough. These include Wrath of God, Gloom, Energy Flux, Karma, Blood Moon or Primal Order, and Land Tax (which spoils both hand and land destruction)

U.S. CHAMPION MARK JUSTICE



JUSTICE, THE 1995 *MAGIC* U.S. champion, lives in Salt Lake City. He owns and runs two sports card and comic book shops called Sports Cards America. He completed two years of college before quitting to start his own business nearly three years ago. Now 25, most of his time is occupied with running his stores, but he still finds time to play *Magic*.

How were you introduced to *Magic: The Gathering*?

I learned of it through the store. I'm always looking for things to sell, and *Magic* came along. We started selling it and people started playing it and that's how I picked it up.

How did you become the *Magic* U.S. champion?

For the nationals, they took the top 25 ranked players in the country. I had finished second at the southwest regionals, so that's how I qualified for the nationals.

I had a really good tournament at the nationals. They had two [separate] sanctioned Type I tournaments at the nationals, and I won both of those. Then I went on to win the national title as well that weekend.

What's being the champion like?

It hasn't changed my life. I don't take it that seriously, but it's nice to be known as a good player.

What about *Magic* appeals to you?

The game's strategic format. Whereas in a board game, the players each start on an equal playing field, I go into a game of *Magic* with my own ideas on my deck. I have my own thoughts, my own work, my own process to start out with. I like that mental challenge.

I really enjoy designing decks. I enjoy designing and play-testing decks even more than playing in tournaments. I get stressed during tournaments, so I don't

get to enjoy the game as much.

What's your philosophy for playing the game?

I'm a very defensive player. It's kind of a contradiction because I played an all-red deck at worlds. A defensive red deck seems to be a contradiction in terms, but as those who saw it can tell you, it was just that. No matter what colors I might be using, my deck is usually very defensive.

How do you approach tournament-level deck building?

The decks I build, a lot of people can beat them. If somebody walked off the street and said, "Hey, let's play a game," I won't necessarily win.

I build a deck to have the best chance of beating an open field. You don't know what your first opponent will have—or your second or your third.

I try to build the most well-rounded decks that I can. I really feel that every

JUSTICE'S KILLER DECK

Mark Justice

This is the Type I deck that I won the two tournaments with at the 1995 nationals. I'm cautious when playing this deck, which is in line with my defensive philosophy. I like to wait for the right moment to make my move and be as canny as I can be.

The official name of the deck that I've always used is the Bolt Me Not. The reason for that is because every

creature is unboltable in the deck. That is, every one has a toughness of at least four, meaning that they can't be killed by a single Lightning Bolt.

BOLT ME NOT DECK

Creatures

BLUE

4 Serendib Efreet

GREEN

3 Erhnam Djinn

WHITE

4 Serra Angels

1 Mox Jet

1 Mox Pearl

1 Mox Sapphire

2 Nevinyrral's Disks

1 Sol Ring

1 Zuran Orb

Land

2 Adarkar Wastes

1 Island

1 Library of Alexandria

1 Maze of Ith

2 Plains

3 Savannahs

3 Strip Mines

4 Tropical Islands

4 Tundras

Spells

BLUE

1 Ancestral Recall

1 Braingeyser

2 Counterspells

4 Mana Drains

1 Recall

1 Time Walk

WHITE

1 Balance

3 Disenchants

4 Swords to Plowshares

1 Wrath of God

Sideboard

2 Circles of Protection: Red

2 Control Magics

4 Deflections

1 Disenchant

3 Dust to Dusts

3 Wraths of God

Artifacts

1 Black Lotus

1 Mox Emerald

card, no matter at what point in the game it's drawn, needs to be useful. For instance, pulling a Rack in an opening hand doesn't do much good. I don't like cards like that because they don't do anything by themselves. They can't help you win by themselves. They're auxiliary cards. They can be useful, but I usually try to stay away from them.

MAGIC DEVELOPER MARK ROSEWATER



ORIGINALLY FROM PEPPER PIKE, OHIO, a small Cleveland suburb, Rosewater studied broadcasting and film at Boston University. Upon graduation, he moved to Los Angeles to work in television comedy. His six years in Hollywood included a stint on the "Roseanne" writing staff.

How were you introduced to *Magic: The Gathering*?

I was working part-time in a game store when *Magic* first came out—I had decided that I needed to occasionally get out of my apartment, as freelancing was getting a bit lonely—and I had a few customers come in and ask about this game that they had heard rumors about. I tracked down the rumors and learned about the existence of *Magic*.

Finally, at a convention, I was able to actually find cards that I could buy. I bought a few packs—later I would kick myself that I didn't buy every Alpha I could have gotten my hands on—and quickly got hooked. Los Angeles has a very large *Magic* community and I was able to play often and against very good competition.

How did you become involved with *Wizards of the Coast*?

When *Magic* first came out, I really enjoyed the game and was always thinking of ways to expand it. When *The Duelist* #1 came out, I decided that it was missing something. There wasn't anything in it which really tested the player's knowledge of the game.

So at a convention in Los Angeles, I approached Steve Bishop, the former head of the Duelists' Convocation, and presented my idea for a puzzle column. Steve suggested that I write a proposal, which he then passed along to the editor of *The Duelist*. She liked the idea, and soon my column was being printed.

I started writing for the magazine, and

that quickly took up a good chunk of my time. I began going to conventions, and pretty soon I became acquainted with a good portion of *Wizards of the Coast*'s staff—and mind you, that is quite a feat!

Once I had made the connections, I started getting asked to do other freelance projects. Finally, there was a point where I was doing projects for seven different sections of the company, and it became apparent that it was in everyone's best interest just to hire me.

What's your title and what are your responsibilities?

Officially, I am a game developer in research and development. My primary responsibility is to help develop new expansions to insure that they are both balanced and interesting. I also am a liaison for R&D to both the *Magic: The Gathering* Professional Tour and *The Duelist*.

What about *Magic* appeals to you?

The draw of *Magic* to me is the fact that it creates so many interesting choices for the players. The reason that the puzzles work so well is based on this very concept. At any point in any game, there are always a great number of juicy decisions to make. And as a die-hard game player, nothing is more exciting than having to be constantly stimulated mentally.

What's your philosophy for playing the game?

I play *Magic* for fun. That means that I have to enjoy playing a deck in order for me to want to use it. This obviously excludes me from certain very narrow decks, but overall allows me to explore areas that others may not think to. The key to deck innovation, I feel, rests in playing decks that other people are not.

How do you approach tournament-level deck building?

If you are playing to win, the obvious goal of tournament play, you have to make sure to accomplish several things. First, you need to decide how your deck is going to win and dedicate all your resources to that end. This does not mean that the deck has to be narrow, but rather that everything in the deck works together toward a certain focused goal.

Second, you need to know your deck better than anyone else. You have to play it constantly until you know every nuance of it like the back of your hand.

A good deck is like any good tool. The person using it has to know what it is capable of and what it is not. If two players of equal skill face off, the one who has a better understanding of his deck will win almost every time, save the few instances of just bad luck

MAGIC CREATOR RICHARD GARFIELD



YOU'RE PLAYING WITH RICHARD Garfield's toys, but he's not complaining. In fact, he's glad. Garfield, who invented *Magic: The Gathering*, joined WotC after his brainchild became a hit. These days, Garfield spends a lot of his time coming up with new game designs and handling interviews. The popularity of *Magic* has changed his life forever.

What about *Magic* appeals to you?

Many things about *M:TG* appeal to me. The primary attraction, however, is probably the constantly shifting strategic ground, the seemingly endless opportunity for a player to innovate.

What's your philosophy for playing the game?

My play philosophy will change depending on the context of the game and my mood. Usually I try to do things that people don't expect. I try to win using less-trod paths.

I usually leave the strategic honing, the perfection of an approach to the game, to others. Being a top-notch *Magic* player takes a lot of discipline and patience, more than I am usually able to give.

How do you approach tournament-level deck building?

I don't construct tournament decks very often. I much more often participate in drafts or sealed decks. When I do construct decks, I value flexibility, because my advantage in the game is thinking on my feet and using new situations to my advantage. I will try to use cards my opponents aren't as familiar with to maximize their opportunities to make mistakes.

HIT LIST

The top 10 CCGs *InQuest* would like to see

by Pat McCallum & Mike Searle



OKAY, SO WE'VE GOT A LOT OF FREE TIME.

But tell us you don't do the same. You're sittin' there, waitin' for everybody else in your gaming group to show up when you start thinking about how cool the *Star Wars* CCG is. Or how much fun *Middle-earth* is to play.

Your mind wanders.

You start thinking about how come no one's done a Terminator game yet. Or Aliens. Or Godzilla. Yeah, they'd all make awesome games. Then you start thinkin' about what the games would be like, what specific cards would do, what combat would be like, the whole nine yards.

Before you know it, you've dreamed up the coolest CCGs this side of a stack of mana, and maybe, just maybe, they look something like this...

ALIENS VS. PREDATOR

Our world has been invaded. In a bitter, galactic war that has lasted centuries, the Aliens and the Predators have brought their blood feud to Earth. Now, the humans make one last, desperate stand for survival.

The planet is a battleground.

SIDES TO PLAY: Aliens, Predators and marines.

HOW TO WIN: Aliens must overrun everything and get a set number of their horde in play. Predators must collect a set number of "trophies" or kills from the foreign species. Marines must capture three living specimens from all other races in play to create a human-safe virus to wipe everything else out.

SPECIAL CARDS: Aliens: Acid Blood, Inner Jaw, Face Hug-

gers, Queen Alien. Predators: Invisibility Screen, Spectrum Vision, Boomerang Disk, Battle Staff, Self-destruct Trigger. Marines: Assault Weapons, Thermal Grenades, Rocket Launchers, Laser-sighting Tanks, Computer Link-ups.

RULES OF ENGAGEMENT: The three species start at different locations at an abandoned military base. An entire game can be played at a single base or continued over a longer period of time at several different locations. In the longer format, the first species to reach their objective gains the victory points and a new location is put into play with all-new obstacles.

OTHER COOL FEATURES: The race of elephant-like aliens we saw a skeleton of in the first movie, modified battle suits that Ripley wore in "Aliens," mutated "monster" Aliens, good Predators willing to help the marines.

DOOM

In the future, mankind will colonize Mars, bringing humankind to its destiny in space. There, science will create one of mankind's greatest achievements—the matter-transporter—enabling instantaneous travel...and inadvertently shattering the barriers between our reality and the dark realm of Hell, releasing the soulless creatures of the Netherworld. And the only thing that stands between the unleashed demons and the enslavement of the human race...is you.

SIDES TO PLAY: The marines and them no-good demons.

HOW TO WIN: Marines: have to reach the matter-transporter the demons originated from, secure it for three turns and send a nuke through to toast the demons at their source. Demons: find the matter-transporter that leads to earth, hold it for two turns and send themselves through, toasting us at our source.

SPECIAL CARDS: Marines: Battle armor, chain saws, BSG-9000 plasma cannon. The demons: can place trap cards under areas to toast marines or scare Marines to the point of insanity, turning them on each other.

RULES OF ENGAGEMENT: Players take turns laying cards out in front of them forming a play-area of corridors, rooms and courtyards. Each side starts with a small number of demons/men, and each turn a "power chip" counter is put on each respective gateway; the more chips on a gateway, the larger the reinforcement that can come through.

OTHER COOL FEATURES: Marines can access computer networks to see what opponents have in their hands, introduce computer viruses to gateways to kill whatever gets "beamed" through; demons can animate dead marines to battle their ex-comrades, can bring in certain demons through the gateway face-down until they engage in combat

TERMINATOR

The machines evolved on August 29, 1997. Accelerating beyond the wildest human imagination Cyberdyne Systems' artificial intelligence, codenamed Skynet, advanced to a consciousness all its own and started a war with humanity that would last decades.

The year is now 2029. John Connor and his Human Resistance Movement battle Skynet and its robotic terminators on a field of bones and steel. The price for failure: human extinction.

SIDES TO PLAY: The Human Resistance or The Machines.

HOW TO WIN: The humans must infiltrate and destroy Skynet. The machines must travel back in time to assassinate Sarah Connor, the one woman linked to Skynet's potential destruction.

SPECIAL CARDS: Time travel allows a variety of weapons, from 9mm Uzis to phase-plasma rifles. Terminator machines include liquid-metal T-1000s and human-mimicking, endoskeleton-enhanced Model 101s

RULES OF ENGAGEMENT: In a battle through time, the humans must break into Skynet's fortress in the present while defending Sarah Connor in the past. The machines send a specialized terminator to the past to hunt down Sarah Connor while engaging the humans in the present.

OTHER COOL FEATURES: Play Sarah or John Connor, Kyle Reese, "Arnold," Myles Dyson. Cyberdyne Systems, Liquid Nitrogen Tanker and Hydraulic Press cards



UNIVERSAL MONSTERS

Imagine a world where Dracula, Wolf Man, Frankenstein and all the creatures of darkness and mystery are real, and each has its own designs for mankind. But first they have to eliminate the competition...

SIDES TO PLAY: Undead (Dracula, the Mummy, etc.), Nature (Wolfman, Creature from the Black Lagoon, etc.), Science (Frankenstein clan, the Invisible Man, etc.) and the Aliens ("This Island Earth," "It Came from Outer Space," etc.).

HOW TO WIN: Simple: just expose your opponent's existence to the rest of the world while making sure you keep yours a secret.

ELRIC OF MELNIBONÉ

Wielding the dreaded soul-stealer Stormbringer, Elric, the deposed albino king of Melniboné, wanders the lands of the Young Kingdoms seeking adventure and salvation for his soul. Battling demons, mad sorcerers and his evil cousin Yrkoen (armed with Stormbringer's soul-sucking twin, Mournblade), Elric eventually finds himself in the heart of the conflict between Order and Chaos. A conflict, ultimately, only he can decide.

SIDES TO PLAY: The forces of Law, Chaos or Neutrality.

HOW TO WIN: Sway the tides of the universe to your alignment as you summon gods, elemental lords, animal deities and Melnibonéans to your cause.

SPECIAL CARDS: Stormbringer, Mournblade, the legendary Ring of Kings, the Ship Which Sails Over Land and Sea, the Ruby Throne, the Vanishing Tower, Arioeh and Xiombarg, Moonglum and Yrkoen.

CONAN

"Know, O Prince, that between the years when the oceans drank Atlantis and the gleaming cities, and the years of the rise of the sons of Aryas, there was an age undreamed of, when shining kingdoms lay spread across the world like blue mantles beneath the stars...Hither came Conan the Cimmerian, black-haired, sullen-eyed, sword in hand, a thief, a reaver, a slayer, with gigantic melancholies and gigantic mirth, to tread the jeweled thrones of the Earth under his sandled feet." —*The Nemedian Chronicles*

SIDES TO PLAY: You play a party of adventures and the creatures your opponents will encounter.

HOW TO WIN: Be the first player to complete the quest put before them.

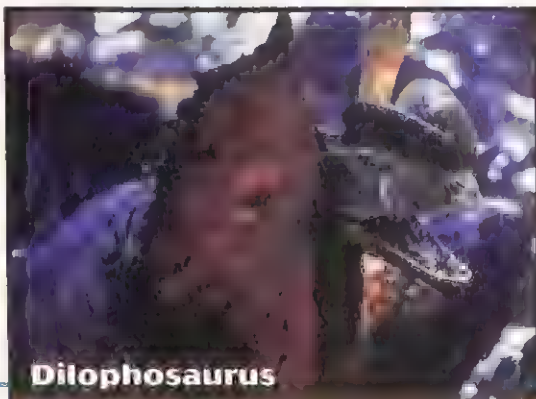
JURASSIC PARK

Scientists resurrect prehistoric reptiles from the past by retrieving dinosaur blood trapped in amber and through the power of genetic engineering. To showcase the dinosaurs, a super amusement park is built on a remote South American island. It's a marvel of modern day science...until something goes wrong.

SIDES TO PLAY: Good scientists, evil scientists, carnivores or herbivores..

HOW TO WIN: Your goal: to wipe out the rest of the island. It's survival of the fittest—the last human or creature standing wins.

SPECIAL CARDS: The humans have a technological arsenal at their disposal—computers, all-terrain vehicles, electrical fences, heavy artillery, stun rods, troops and weaponry. The dinosaurs have teeth, claws and an appetite.



Dilophosaurus

SPECIAL CARDS: Wooden stakes, silver bullets, garlic and crosses prove just as effective as laser rifles, spaceships and android drones.

RULES OF ENGAGEMENT: Just sneak into your opponent's city and plant evidence in the form of a grisly murder, leaked government records or just leave the body of one of his defeated creatures to be discovered and make good your escape while he's revealed to the world.

OTHER COOL FEATURES: If two players are playing the same type of creature, combat shifts to a more ferocious all-out attack where keeping things secret takes a back seat to taking out your rival. Then try and pin the mess on some other guy.

RULES OF ENGAGEMENT: Rules fluctuate depending on whether Chaos or Law commands the world. Choose sorcery, diplomacy or battle to control the Young Kingdoms.

OTHER COOL FEATURES: Play the most powerful cards in the game, Gods, or their mortal servants. Certain places grant access to the opportunities of dimensional travel. Use your Eternal Champion in all his different incarnations.



SPECIAL CARDS: Conan, Red Sonja, Thulsa Doom—heck, even time-displaced King Kull and Solomon Kane are along for the ride.

RULES OF ENGAGEMENT: Each player starts the game with a team of adventurers and two decks: a draw deck and a quest deck. The draw deck: where you draw your equipment, creatures and spells from. The quest deck: what you put your opponent through. On his turn you flip over the top card revealing where he is, and subsequent turns see you flipping over additional cards, moving him through different terrain, caverns, caves and temples in an attempt to reach whatever the final card, the culmination of the quest, is.

OTHER COOL FEATURES: Slow down your opponent by fogging him in, crush him with monsters or entomb him with a cave-in. Get ahead by taming wild horses to quicken your pace, gain valuable information at inns and hire mercenaries to join your cause.

RULES OF ENGAGEMENT: The scientists start off with an established strategic position, knowing where all the dinosaurs are located; as the game progresses, the dinosaurs can break free and surprise their captors. There's also a 45-minute time limit—aside from the "last man standing wins" rule, if a dinosaur pack gets off the island, they win; if a scientist group manages to get the amusement park operational, they win.

OTHER COOL FEATURES: Dilophosaurus ("Spitters") can pick off creatures outside their pen. Scientists can manipulate the defensive perimeter and track all creature movement—unless the power shuts down. The T-rex can take an anti-tank missile at 10 paces and still use a jeep as a roller blade.

BATTLESTAR GALACTICA

Leading a rag-tag fugitive fleet through the galaxy, one of the last remaining Battlestar ships, the *Galactica*, protects the remaining human refugees from the inhuman evil of the Cylon Empire.

Their goal: the birthplace of humanity, the mythical planet known as Earth.

SIDES TO PLAY: The Colonial Fleet, the Cylon Empire or the Space Pirates.

HOW TO WIN: While mapping out uncharted space, be the first to reach Earth and establish an outpost there.

SPECIAL CARDS: The Battlestar's *Galactica* and Pegasus, Cylon mother ships, modified Colonial Vipers, Cylon Raiders and Space Pirate ships for special missions; *Galactica* officers Adama, Starbuck, Apollo and that crappy robot dog Moffit..

RULES OF ENGAGEMENT: Battle opponents ship-to-ship in space dog fights or duke it out blaster to blaster on the surface of planets as you search for (and prevent your opponent from finding) paradise, the planet Earth.

OTHER COOL FEATURES: Rebuild Cylons to fight for the glory of the Cylon Empire or screw with 'em to fight against it. Create space anomalies like black holes, rips in time and quasars.



Cylon Warrior

GODZILLA

Massive, mutated creatures spawned by mankind's nuclear testing have risen from the four corners of the Earth. With Earth's governments blaming one another for the creation of the monstrosities,



mankind stands divided against nature gone awry and the invasion of evil time-traveling geneticists from Earth's future.

SIDES TO PLAY: Countries (the Americas, Europe, Asia), the monsters or the time travelers.

HOW TO WIN: Countries and time travelers: when they have a beachhead at

every opponent's headquarters at the beginning of a turn. Monsters: when all opponent's strongholds have been destroyed.

SPECIAL CARDS: Countries have laser-cannons, experimental combat jets and giant robots like Mecha Godzilla and Robot Kong. Monsters have eggs (that quickly grow to new monsters!) and cards that force humans to view them as gods and worship them, turning against their comrades. Time travelers have neat spaceships, long-range striking weapons and their very own genetically engineered monsters..

RULES OF ENGAGEMENT: The battles take place in every major city on Earth as the governments must try and repel invaders protecting the cities that supply all their resources. Time travelers want to take control of the cities to replenish their finite fuel supplies and the monsters just want to outdo each other in property damage.

OTHER COOL FEATURES: Countries can infiltrate the time travelers and learn future technology; time travelers can make special plays for additional turns and the monsters can cause natural disasters, wiping out everything in an area (including themselves)

AMBER

Amber, the one true world from which all others are but a reflection, holds the Pattern—the magical structure that shapes and defines the universe. Unfortunately, its ruling family—adventurous Corwin; Benedict, master of warfare; treacherous Eric; beautiful Fiona; enigmatic Brand—keep the courts in disarray as they challenge one another for their father's throne. And the dark forces of the Abyss are watching...and waiting.

SIDES TO PLAY: Each player represents a different member of the royal family of Amber.

HOW TO WIN: Control the throne by undermining your siblings' plans.

SPECIAL CARDS: Play any of the Amberites. Build a kingdom in Avalon or journey to the edge of the Abyss. All reality is at your disposal: the great castle Amber, the infinite number of Shadow universes, Shape Shifters amidst the Courts of Chaos, any thing you can dream of.

RULES OF ENGAGEMENT: Using the power of the Pattern or the wildly chaotic magic of the Loqrus, call allies to your side, send agents to slay your enemies or try to unravel the hidden agendas of the other Amberites. Through your personal Trump cards, contact any of your siblings and pull them aside for private discussions. At any time during the game, do the unthinkable—walk the Pattern—and redefine your game stats

OTHER COOL FEATURES: World creation: confrontations take place within Shadow, on any world that you can imagine. Blank cards provided to design your own personal Trump cards to speak to other prospective allies away from the prying ears of the other players.

InQuest editors Pat McCallum & Mike Spade tried really, really hard to fit miniature into every CG in this feature, but just couldn't

CONTEST

InQuest Presents:

A Screamin' Contest!

Everyone knows that TSR is the be-all and end-all when it comes to roleplaying games. Heck, the company's so big that sometimes we forget that in addition to all those amazing games it produces, it also leads the league in great licensed merchandise.

So, in order to make sure you never forget that little fact, we're going to give away one whopper of a...

GRAND PRIZE



GRAND PRIZE (One winner):

The stuff you win in this contest could choke Tiamat. Here goes: A pewter tin from Alchemy Carta, Ltd., a slew of bookmarks from Antioch, Ltd., T-shirts from Bold City Graphics and Wings Direct, Ltd., posters from Cartel International, Ltd., a 3-D jigsaw puzzle from Ceaco, a super Red Dragon latex monster mask from Cinema Secrets, Inc., mousepads from Cornbow, Ltd. and Moustrak, Inc., foil art posters from F.J. Warren, Ltd., an embroidered sweatshirt and baseball cap from International Insignia, a Red Dragon vinyl model kit from Screamin' Products, Inc. and a fantasy art screen saver from U.S. Gold!

That's a whole ton o' wa-wa! So how d'ya win? Hey, glad you asked...



HOW TO WIN

Just send us a picture (No Polaroids...and focus!) of a fantasy model or miniature that you painted yourself. You don't have to actually construct the model, but the paint job must be yours. And no fakin' it and sendin' in something you clipped from a magazine! We'll know if you did! And don't forget the stupid entry form, or you win squat.

This month's contest is sponsored by TSR, Inc., masters of gaming and *maestros* of merchandise!

The Legalese

(No mention necessary) Contest is open to anyone except employees of Wizard Press, TSR, Inc. and their immediate families or any Half-Orc ancestors. Print your name,

date of birth, address, city, state, zip and

telephone number with care made on the

official entry form or a 3-by-5-inch index

card and attach your photo. Enter as many

times as you like. Mail each entry separately

to: A Screamin' Contest, c/o Wizard Press, P.O.

Box 118, Congers, NY 10920-0118. No

mechanical reproductions of completed forms

are accepted, but you can photocopy the entry

form before filling it out if you don't want to

mess up your imagination. All entries become

property of Wizard Press and must not be

returned. All taxes (federal, state and local, if any)

will be the responsibility of the prize winner. No cash

prizes or consolation prizes will be offered. Prize is awarded in

the name of the contest winner and is not transferrable. Offer void

where prohibited, restricted or reserved by law or

in violation of applicable laws. No purchase necessary. Winner

responsible for any taxes. Winner must be notified by

mail within 30 days of contest closing. Winner must be

available to accept prize by mail or in person. Winner

must be notified by mail within 30 days of contest closing.

Prize money will be subject to change without notice.

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Fill this sucker out, put it in an envelope and send it to:

A SCREAMIN'

C O N T E S T

c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118

C o n t e s t E n t r y F o r m

Deadline is **June 28, 1996**

SCREAMIN' INQUEST

Name _____

Age _____

Address _____

City _____

State _____

Zip _____

Phone _____

Did you remember to attach your photo?



For the winner's name, available after July 15, 1996, send a self-

addressed stamped envelope to: Screamin' Winner, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118

Has Dragon of Wyrm, Advanced Dungeons & Dragons, Dungeons & Dragons, Greyhawk, Runic, Blood War,

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[on deck]

Reviewing
the latest
releases in
collectible
card games

Mythos

Most modern horror films are of the "splatter" variety—a fact that aficionados of older, moodier horror films lament. As a result, most modern horror games play to violence, gore and nerve-wrenching action rather than to the icy chill of a dark night, an empty house and a person alone but for the feeling of some otherworldly presence.

One old-fashioned setting continues to sell well, however: the vision of 1920s pulp-fiction author H.P. Lovecraft, whose mythos is embodied in the *Call of Cthulhu* roleplaying game from Chaosium. Now Chaosium veteran Charlie Krank has translated that mythos into a collectible card game. To Krank's credit, the new format does justice to Lovecraft's writings.

Call of Cthulhu fans will likely remember other mythos game ventures such as Chaosium's *Arkham Horror* board game and Pagan Publishing's *Creatures & Cultists* board game. Both of these were humorous in a manic way: The first had a virtual parade of monsters through the streets of Arkham and the second had Mack truck attacks.

The *Mythos: Call of Cthulhu* CCG, however, is much truer to the original setting. This isn't to say that the game is stodgy, however. What keeps it just as much fun as these earlier games are its simplicity of play and its focus on building a story. Let me emphasize that point: The *Mythos* CCG is both easy to learn and full of drama.

Game play consists of turns collected into rounds of varying length. During each turn, one player performs one action, usually playing a single card from hand to table. In this manner, an investigator—the player's persona, represented by a double-sized card chosen at the game's beginning—travels from location to location in an unfolding story, gathering allies, artifacts, spells and tomes and "inadvertently" bringing monsters into play.

Players may pass rather than perform an action. (They may have to, if their hand is empty, for instance.) If two passes occur during one circuit of the table, the turn ends and a massive combat begins, with all monsters on the table doing battle among themselves. The survivors then go on to attack the investigators. Allies may defend their investigator friend, and usually die as a result. Damage to an investigator is taken as a reduction in sanity.

Once combat is over, players refresh their hands to 13 cards and begin turn play again. The game ends when any investigator's sanity drops to zero or (in the basic game) when one investigator has successfully played a story card or (in the campaign game) when one investigator has played 25 points' worth of story cards. (To play a story card legally, a player must have already brought into play all the card types listed on it.) Players then total their victory points from completed stories and add their investigator's current sanity. The high total wins the game.

Strangely enough, this turn sequence, while extremely simple, feels appropriately arcane during play. The details of hand size (13 cards), of travel between locations (often by walking) and of the cards themselves all combine to convey the otherworldly horror that is the Cthulhu mythos.

Unfortunately for this review, I cannot adequately comment upon the artwork, having played mock-up decks with limited graphics. The dozen pieces of color artwork that I have seen thus far range from adequate to strong, if not stunning; the graphic layout



the box

mythos™



Publisher: Chaosium
Designer: Charlie Krank
Genre: Horror
Set Size: 401 cards
Release: April 1996
Packaging: 60-card starter decks with a folded, double-sized investigator card; 13-card booster packs

Suggested Retail: \$8.95 per starter; \$2.95 per booster

* Review and rating based on play-test cards

ratings



THE BEST



TOP NOTCH



VERY GOOD



OKAY



WEAK



POOR



[breakdown]

mythos card description

A. Card Name: In this case, Marsh Refining Co., though what that has to do with a killer frog is beyond us.

B. Attributes: A particular quality of a card that affects how other cards can be played. For instance, since this is a location, tomes can be played there.

C. Gate Symbol: The gate swirl indicates monsters can be played at this location.

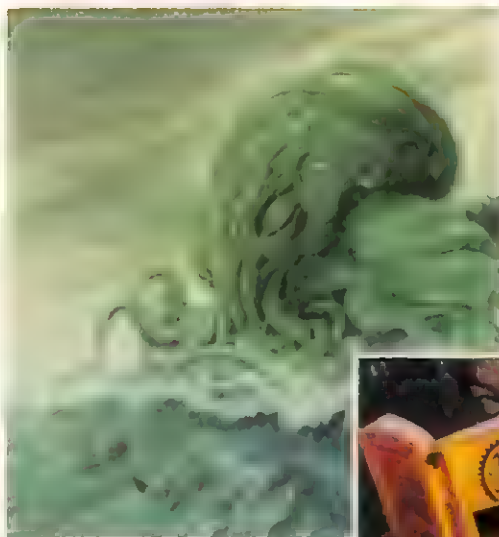
D. Card Type: Yep, you guessed it,

it's a location. A finer vacation spot than the Marsh refineries? We don't think so.

E. Region: A bunch of locations in the same area make up a region; in this case, Innsmouth.

F. Public Attributes: What kind of place this is—the blue drop for water and the red house for a cemetery.

G. Card Effect Explanation: A fancy way of saying "card description."



of the cards frames the art without overwhelming it.

Players will certainly be happy to learn that the game design has breadth and depth. The mechanics are deceptively simple (one reading of the rules is sufficient to feel confident to play, with a second reading after the first game helping to clear up any questions), but the possible strategies are many.

And despite the fact that each player is essentially building a story alone, interaction among decks is such that each play of the same deck should be quite different. Designing a deck, then, is something like planning a novel, with your choice of characters and events to show up along the way.

Playing that deck is like actually writing the novel, with all the sense of discovery that involves

There are few negative things to be said about this product. Certainly, as with most CCGs, there will be some confusion about the effects of certain cards or rules. (For example, I wasn't sure for a while whether Direct Sunlight referred to a specific card or was just the effect of Day cards in general, and the play-test cards have a few confusing typos that I hope were cleared up before actual printing.) But these are minor problems, much simpler than those in the *Arkham Horror* board game, easily resolved by house rules and certain to be cleared up quickly by an official FAQ list. I have a few quibbles with the wording of the rule book as well, hardly worth mentioning. The point here is that I have to stretch to find anything to complain about. But at least you know I tried.

In terms of design, then, the game is excellent

In this market, all too many products are rushed to print, relying upon a popular license to sell a game with poor or mediocre mechanics, or designed with little regard for what an audience expects of a particular genre. Krank and Chaosium are to be applauded for their efforts addressing collector's issues, gamer's issues and the ambiance of the Cthulhu genre in the *Mythos* CCG. Unless the art really turns out to suck (don't let me down here, guys), I cannot but give the game the highest marks. —Terry Scott

[the good]

- The *Mythos* CCG is easy to learn but also has a surprising amount of depth.
- Game play centers around construction of a story involving your own characters, monsters, and it evokes that story well.
- The ambiance of the game is faithful to the vision of H.P. Lovecraft, reminiscent of many of his most famous stories.
- For the collector, the *Mythos* game adheres to the tenets of limited availability and high demand.

[the bad]

- Sorry, there just isn't much to complain about with this game, although the finished cards with art remain to be seen.

[the ugly]

- The limited print run and high interest mean that if you don't hurry to buy the game, you may not get the chance at all.
- The game design deserves to become a classic, but unlike



[on deck]

Reviewing
the latest
releases in
collectible
card games

Fantasy Adventures

Mayfair Games' *Fantasy Adventures* is a Frankenstein's monster of a game, a shambling ugly thing pieced together from parts of older games that were long ago discarded.

The premise of *Fantasy Adventures* will be familiar to anyone who went on one of the "dungeon crawls" for which early roleplaying games like *Dungeons & Dragons* were famous. In those games, the players would assemble a party of intrepid warriors, thieves and spell-casters and send them forth into a dungeon to gather treasure and gain "experience points." These rewards would only come after disarming traps and killing monsters placed there by another player, who acted as the "dungeon master."

In *Fantasy Adventures*, each player assumes the role of the "monster player" during his turn, setting up obstacles for the other players' heroes to navigate. If they succeed in overcoming them, the heroes are allowed to place weapons, armor and magical items on their characters—each with a "gold piece" value. The player whose party has the most valuable hoard at the end of the game is the winner.

FA borrows much of its mechanics from roleplaying games. The primary actions of the game—combat, trap-finding and the like—are resolved by comparing the roll of a six-sided die to a fixed value. It also adopts such D&D terminology as "wandering monster encounters" and "saves."

As the monster player, you draw the creatures and traps that make up each turn's obstacles from a shuffled encounter deck. As the hero player, you draw their armor, weapons and spells from this same deck. Most cards are marked by colors indicating an element. Red represents fire; blue, water; green, earth; and white, air. Many red spells inflict damage, blue spells often manipulate time, and so on.

The heroes themselves are drawn from a separate deck, the hero deck. Each character has a melee value to represent his general combat effectiveness. Some characters have two melee values separated by a slash; these can support other heroes while fighting. Some have the ability to find traps easily or cast spells of the appropriate color.

All players begin the game with eight heroes in play, selected from a randomly drawn hand of 10. These are placed in two rows of four. The heroes in the front rank bear the brunt of the assaults; only flying creatures may attack those in the back rows. Characters with a support value can only aid the heroes to their left or right. Placing heroes is the aspect of the game that involves the most strategy, since it's entirely under the player's control.

Each turn, the monster player creates the encounter stack or stacks for the other players. Unfortunately, due to the limited scope of the game, all the encounters tend to be the same:

1. Find the Trap. If there is one, the monster player must tell the hero player in advance. Heroes with the trap ability can defuse the trap on a roll of four or less; all others must roll a one or a two. Failure to do so means the trap may snatch an



[the box]

fantasy adventures



Publisher: Mayfair Games

Genre: Fantasy

Set Size: 450 cards

Release: January 1996

Packaging: Starter sets of 100 fixed cards;
booster packs of 15 cards

Suggested Retail: \$15 per starter set,
\$2.95 per booster pack

[ratings]



**THE
BEST**



**TOP
NOTCH**



**VERY
GOOD**



OKAY



WEAK



POOR

fantasy adventures card description



A. Name: The name of the card. In this game, largely irrelevant.

B. Melee Value: The number in the left-hand corner shows the hero's skill in combat. Roll this value or less on a six-sided die and the character hits.

C. Spell-Casting Ability: The snow globe shows that the character is capable of casting spells. It's red, which means that the hero can cast red spells at full effect. He can also cast spells of other colors, but they may fail.

D. Art: Pretty pictures, mostly old book covers.

E. Special Abilities: Either

flavor text or a nifty trick the card can do. This hero can cast a fireball once per turn, defeating a monster on a roll of one.

F. GP Value: The relative worth of a card in "gold pieces," the system's chosen power yardstick. Your hero deck may not contain more than 8,000 GP's worth of cards.

G. Element: That shapeless squiggle next to the GP Value is meant to represent a flame and shows that the card is allied to the element of fire. Whether the elemental alliance of a card is important or not will be explained in the special abilities box.

item or defeat a character. (*Fantasy Adventures* uses "defeated" instead of "dead.")

2. **Check for Surprise.** The monster player rolls a six-sided die and can choose any monster in the stack to attack a hero in single combat before the rest of the party can aid him.

3. **Fight the Beasties.** The encounter stack is mostly creatures, but their power is strictly limited. During the first game turn, the total melee value of the monsters in the stack can't exceed nine. This is to give the heroes, who haven't yet loaded themselves with magical doodads, a fighting chance. The total rises each game turn, to a maximum of 18. Ranged attacks (like bows) take effect first, then hand-to-hand attacks, then spells and creature abilities. Combat continues until one side is completely defeated.

If at any point during the encounter one of the heroes bites the d. I mean, is defeated, the hero player may choose to retreat. This ends the encounter prematurely, and the rest of the cards in the stack are discarded. As a penalty for such abject cowardice, the retreating party must choose an item to be discarded from play. If the party has no items, one of the heroes must be discarded instead "Sorry, Bob, but you're slowing the party down."

If the hero player defeats all the obstacles in the stack without fleeing in abject terror first, he can assign any of the items in his hand to any of his heroes in play. If he does retreat, only one item in his hand can be placed. The next encounter stack is then resolved. If there is none, the mantle of monster player passes to the next person.

At present, this cycle of kill and loot is all there is to the game. After each player has had a turn as the monster player, the turn ends. After four turns, the game ends. Players count up the value of their cards in play, and whoever has the most "gold pieces" on their cards in play is the winner. This imposed time limit makes the games mercifully short but also prevents long-term strategy.

Fantasy Adventures has another problem. In a good game, the players (as in *Magic*) or their representatives (the heroes in *Dungeons & Dragons*) are directly fighting one another, and can affect each other. In *Fantasy Adventures*, the parties may as well be on different continents, which makes the game feel like a series of solitaire games played side by side. This is not why I gather my friends together.

Fantasy Adventures attempts to combine RPGs and card games, and fails dramatically. Worse yet, they have already announced plans for expansion sets based on the worlds of such acclaimed fantasy authors as Mercedes Lackey and Robert Jordan. Seeing the detailed worlds of such imaginative authors squeezed into such a lackluster game system makes me want to weep.—Jason Schneiderman

[the good]

- No matter how bad it is, it's still not *Super Deck!*

[the bad]

- You'll feel like you're playing alone
- The art is as recycled as the ideas.
- Characters available in the starter deck don't give you any sense of uniqueness and individuality; they're all generic, except for the colors. The rares—which have some feel, but not enough—are difficult to find, coming only to a starter deck.

[the ugly]

- The game comes with two tiny dice that fall out of the box and roll under your furniture the instant you open the flaps.
- There are two sets of instructions. There's the rule book, which tells you what you need to know to play the game. Then there's the help book, which gives you a sample game, a poorly written story that corresponds to the sample game and a sales pitch for a "protected customers" club. Should any card game have 70 pages of pre-errata?



INQUEST

profile

By Charlone Bruno

RICHARD KANE-FERGUSON

Fantasy artist Richard Kane-Ferguson is just about as down-to-earth as you can get. He lives on the family farm in upstate N.Y. "My grandfather raised thoroughbreds," he says. "Right now I just have the usual cats and dogs and small animals. When I need a break from painting, it's good to get outside and work around the farm."

Like the heroes created by his favorite writers—classic fantasy authors like Edgar Rice Burroughs and Michael Moorcock—Kane-Ferguson is also an adventurer. Before settling down to his art, he spent several years traveling around the country working various jobs, "mostly construction."

He made his first professional sale in 1987, when Eternity Comics bought a character called Carnage from him. On his own, the artist has explored Celtic and American Indian motifs in his studio art.

"The weirdest time I ever had was when I was doing a comic called *Xenya* for Sanctuary Press. The schedule was very tight and I was working full-out. By the end of the project I looked just like the Mad Monk featured in the story."

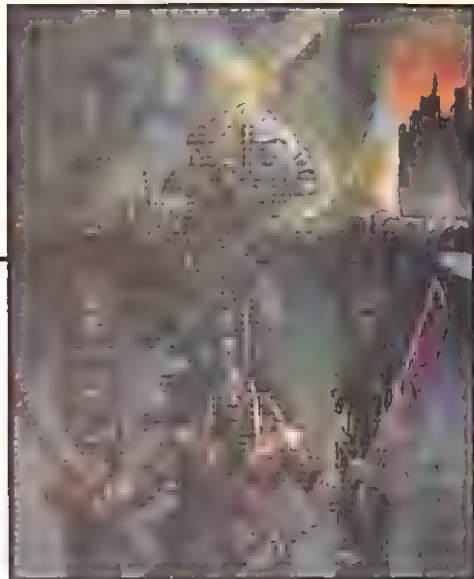
The big break came in 1993 when Wizards of the Coast and White Wolf hired him to work on *Magic: The Gathering* and *Rage*, respectively. Since then, Kane-Ferguson has been a full-

time artist, having also worked on Last Unicorn's *Heresy* CCG.

"It's been a completely good experience" says the artist. "The companies encourage creative freedom, and the people are very professional and exciting to work with."

His most recent commissions include several book covers for White Wolf. "It's a real kick to walk into a bookstore and see your work right out there on the shelf."

Kane-Ferguson cites "all the usual guys" as artistic influences: the pre-Raphaelites, N.C. Wyeth, Arthur Rackham. "The older styles have an archaic quality that I think really lends itself to fantasy art. A lot of people talk about updating things by using more current styles. But if you make things too contemporary, you lose the magic. You need to look at older artists' work. You have to maintain that mythic quality."



So what's ahead? "I'm finishing up a comic that will be out later this year," Kane-Ferguson notes. "I can't say much about it, but I really enjoy the creative control I have with it, writing as well as illustrating." In the future, the artist plans to continue working on fantasy art, "but I'd also like to get back into the fine arts. I haven't had any time for that lately, and I want to keep growing as an artist."

Favorite work of your own...

I don't really have a favorite. I try to focus on the current piece, and when that's done, the next piece after that. I want each new piece to be better than the last.

Favorite work by another artist...

Michelangelo's Sistine Chapel. Every time I see a picture of it, I find something new.

The person you'd most like to meet...

Alexander the Great. I'd love to walk up to him and say, "So, Al, how's that Persian conquest coming along?"

Favorite toy as a kid...

Action Jackson: He was about 13 inches tall and fully flexible. He could do just about anything.

Things you collect...

My family is in the antique business, so my house is full of period furniture and old weapons: cavalry sabers, samurai swords, things like that.

Favorite pastime or hobby...

I love to travel. I've been all over the U.S. and Mexico and Canada. Right now, I'm looking forward to my first trip to Europe this summer.

Favorite television show...

I don't get to watch too much TV, but I like the National Geographic specials. They're always interesting, and they go to some great places.

Best Halloween costume you ever wore...

Captain America! I was in fourth grade. My mom made the suit and I made the shield. I looked great!

Last good book you read...

Raptor, by Gary Jennings. I like just about anything that's action/adventure.

Favorite fantasy character...

Edgar Rice Burroughs' Tarzan. I must have read every one of those books when I was growing up.

Person who would play you in a movie...

Definitely Joe Piscopo. I look just like him!

Favorite musical performer...

I've been listening to Thelonius Monk lately. I like a lot of different things, but classical and jazz work best when I'm painting, because they're nonverbal.

VITAL STATS: RICHARD KANE-FERGUSON



Photo courtesy of Richard Kane-Ferguson

Name: Richard Kane Ferguson

Birth: July 5, 1963, in Saratoga Springs, NY

Occupation: Artist

Base of Operations:

The family farm in Saratoga Springs, NY

Career Highlights:

Creating artwork for *Magic: The Gathering*, *Rage*, *Shadowfast* and *Heresy*

xxxenophile

THE ADULTS ONLY TRADING CARD GAME



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DESIGN BY ELECTROMEDIA INC. STORY BY JAMES EGGERT AND PHIL FOLIO ART BY E. JORDAN BOJAR

Killer Decks Revisited

**The best of *InQuest's* first-year
Magic tournament decks**

They keep changing the rules on us. As soon as we get a *Magic* Killer Deck all primed for the mag, them fickle folks over at the Duelists' Convocation start banning, unbanning and restricting cards. Heck, even whole expansions got eliminated from Type II tourneys.

So whatta we do? We dig up the last year's worth of decks from our monthly "Killer Decks" column, redesign 'em so they're all nice and tournament legal, then pit them against one another to separate the men from the boys.

After weeks of play testing, four stood head and shoulders above the rest, with the most powerful from the original line-up proving to be the most powerful still.



By Pat McCallum
and Michael Searle

The Crusaders

Original deck design by Michael Searle ["Killer Decks," *InQuest* #3]

Winner!

This deck all started from the notion that it was impossible to build a single-color tournament deck. You certainly can do it, but the deck just might be susceptible to lots of things. For instance, after *Ice Age*, the old "Crusaders" deck would've taken a severe lickin' from Anarchy, but since then, it's been retooled to include artifacts as a "second color." No longer will you fall prey to constant white hosing, and you'll still be able to enjoy running rampant with all those weenies...

Deck Tips

- **White Can Do Everything.** If you're going to build a single-color deck, white's a good choice. It's the big kid on the block. Armageddon provides mega-land destruction. It has great creature selection (Serra Angel), great creature enhancements (Spirit Link) and great creature elimination (Swords to Plowshares). Not to mention Disenchant, the best all-purpose spell in the game.

- **Sounding the Charge.** Weenies always need to strike quickly, and this deck's no exception. Savannah Lions are one of the premier first-turn weenies, with Tundra Wolves and Brass Men a strong complement. Follow them up quickly with Pegasi, White Knights and a tougher artifact creature.

- **The Crusades.** The sooner you can get your creature enhancers out the better. Drop a few Crusades—or for that matter, Angelic Voices—and little ones'll become giants. You'll only need two or three to become an effective fighting force. If you pull more, hold them in case a nasty Tranquility comes your way and cleans the board of enchantments.

- **Versatile Defense.** Let's see, you've got Swords to Plowshares and Spirit Links for slowing down the enemy horde, Strip Mines for tempering your opponent's land production, Reverse Damages to turn assaults into boons, and Disenchants to pick off opposing artifacts and enchantments. And that's

not even counting Balance.

- **Balancing the Scales.** The great equalizer: Balance. Your opponent's got better creatures than you? Block with all of yours, killing them off, then cast Balance on your turn and BANG—he's left with zippo. Use it as a white Mind Twist—if you can get rid of all your cards in the process of casting Balance, your opponent's cards'll be sucked to the graveyard too. Of course, the classic approach is to sandbag—wait until your opponent builds up, especially land, defend yourself with as minimum expenditure as possible (try to play with just two lands) and then Balance, putting the fear of the Lord into his pants.

- **Sneaky Creatures.** A bunch of guys have abilities to keep in mind. Amrou Kithkin's ability to slip past creatures greater than one power becomes a serious hassle once you start dropping down Crusades. The Blinking Spirit dodges killing blows like a mongoose-cobra dance. The Mesa Pegasi and the Pikemen have banding which comes in handy and'll keep your ill'l guys alive. White Knights have first strike and protection from black. The Witch Hunter can throw opposing creatures back into your opponent's hand. The list is pretty extensive.

- **Sideboard.** Against the appropriate colors, you'll want to swap in the corresponding Circles of Protection and color hosers. Energy Storm makes a particularly good defense against direct damage and overruns by flying marauders. Throw in the extra Land Tax against land-destruction or discard decks. Finally, the extra Wrath of God helps to provide those retaliatory strikes against giant creatures after which you'll be able to bounce back fairly quickly with fast-moving weenies

Creatures

- 1 Amrou Kithkin
- 1 Blinking Spirit
- 1 Icatian Scout
- 3 Mesa Pegasi
- 1 Pikemen
- 3 Savannah Lions
- 2 Serra Angels
- 2 Tundra Wolves
- 2 White Knights
- 1 Witch Hunter

Spells

- 1 Angelic Voices
- 1 Balance
- 3 Crusades
- 3 Disenchants
- 1 Land Tax
- 2 Reverse Damages
- 1 Spirit Link
- 3 Swords to Plowshares
- 2 Wraths of God

Lands

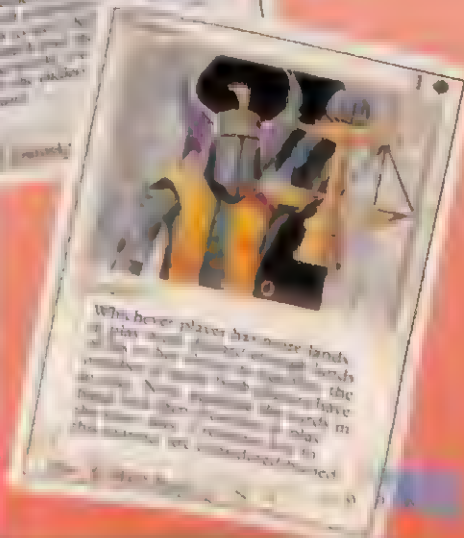
- 17 Plains
- 3 Strip Mines

Artifacts

- 1 Brass Man
- 1 Clockwork Swarm
- 2 Dragon Engines
- 1 Icy Manipulator
- 1 Soldevi Golem
- 1 Soldevi Simulacrum
- 1 Yotian Soldier

Sideboard

- 2 Circles of Protection: Artifact
- 2 Circles of Protection: Black
- 2 Circles of Protection: Green
- 2 Circles of Protection: Red
- 1 Conversion
- 1 Drought
- 2 Energy Storms
- 1 Karma
- 1 Land Tax
- 1 Wrath of God



The author of this deck is a member of the Magic: The Gathering community.

The Rack

Original deck design by Douglas Goldstein ["Killer Decks" card, *InQuest* #3]



Originally four colors, the restriction of dual lands in Type II tournaments shook this deck up quite a bit. Out completely was blue, the aforementioned dual lands, Mind Twist and them fancy-schmancy Moxes.

What it still does is prevent your opponent from casting spells. By ripping the cards from his hands or slowing him up by forcing him to hold cards or face the Racks, your opponent will face an attack from three fronts: discard- and damage-inducing creatures, multiple Racks and a double clip of Lightning Bolts.

Deck Tips

- **Self-Serve.** The main goal of this deck is to yank cards outta your opponent's hands. That being the case, go for the Hymns to Tourach at every opportunity. Got a swamp and a Dark Ritual on the first turn and can't decide between a Hymn or a Specter? Go for the Hymn. Heck, even if you take a point of mana burn, it's worth it.

- **Speaking of Hymns to Tourach.** Knowing when to play this card can make it super-effective. Got a Disrupting Scepter or Abyssal Specter out? Have them nail your opponent first, forcing him to discard a card of his choice, obviously his least-desirable card. Then zap 'im with the Hymn. With fewer cards in his hand, the odds just went up that you'll pull two clutch cards!

- **Hey, Nice Racks.** Not quite as cheesy as the Vice, but the Racks are up there. (It's much more difficult to create a Rack deck than a Vice one. Hell, a monkey and a box of boosters could make a Vice deck.) Not too much strategy here, just put as many of these guys out and let your card-gliminators do their thing.

- **Them White Cards.** Not too much white in this deck, but the four that are, are clutch. The only way you can handle any artifacts or enchantments cast are with the three Disenchants, so hold 'em for something valuable. Balance, one of the best cards in the game, can be used any number of different ways from evening out an out-of-

control weenie deck that got the jump on you to a land-destruction fiend who's got you on the ropes. In this deck it takes on one more use: if you pull Balance, have some Racks out and can empty your hand, go for it, then cast Balance. Bam, instant white Mind Twist!

- **Ben Franklin's Legacy.** Yup, there's a whole mess of direct damage lurking in this deck, but it's primarily for the speed-creature decks that are showing up more frequently at tournaments these days. Since the only creatures you have are mostly 2/2 if'l guys, you'll have trouble with those second-turn Erhnam Djinnns that are bound to pop up. That's where a well placed Bolt can finish the job. And hey, don't hesitate to point one your opponent's way if he's sucking wind. Not terribly polite, but effective.

- **Can I Interest You in Some Florida Real Estate?** 99% of the time, you're best off by dropping a swamp on your first turn. If you draw a Hymn to Tourach on your second turn, drop a second swamp and BAM, you're ready to cast. Your creatures need two black to be cast, so the sooner you have 'em, the sooner you'll have your creature. Unless you have to, avoid using the Sulfurous Springs for colored mana or the City of Brass; they're great, but they bite.

- **Sideboard (or How to Make This Deck More Annoying).** Stand tall against other discard decks or land-destruction decks with Land Tax, take direct damage on somebody else's chin with Simulacrum, step over COPs with Ghostly Flame, put your foot in a permission deck's ass with Pyroblast and Curse of Marit Lage, and while Gloom may give you a minor headache due to your handful of white cards, it'll make a primarily white deck cry like a little girl.

BLACK Creatures

4 Abyssal Specters
4 Hypnotic Specters
2 Mindstab Thrulls

Spells

4 Dark Rituals
4 Hymns to Tourach
1 Mind Warp

RED Spells

4 Lightning Bolts
4 Incinerates

WHITE Spells

3 Disenchants
1 Balance

Land

4 Cities of Brass
4 Sulfurous Springs
1 Strip Mine
10 Swamps
2 Plains
1 Mountain

Artifacts

4 Racks
2 Disrupting Scepters
1 Cursed Rack
1 Zuran Orb

Sideboard

2 Land Taxes
1 Ghostly Flames
3 Simulacrum
4 Pyroblasts
1 Disenchant
2 Glooms
2 Curses of Marit Lage



Bayou Lightning

Third Place

Original deck design by Michael Searle ["Killer Decks," *InQuest* #1]

"To beat the Moxes" was the whole reason Bayou Lightning was built in the first place. Speed, speed and more speed, as the deck provided lots of quick mana from creatures, artifact sources and Dark Rituals. Bayou Lightning's gone through significant changes—Birds of Paradise replaced the original concept cards for the deck, the Elves of Deep Shadow; high-powered cards like Berserk and Juzam Djinn were removed—but the basic gist of using mana from every direction to bring out big creatures, still takes any tournament deck to task.

Deck Tips

- **Creature Mana.** The deck's basic framework is one-casting-cost green creatures that can generate black and green mana. Virtually every turn, you're putting out a land and some other source of mana, whether it be a Llanowar or a Fellwar Stone, which adds up to a lot in a short amount of time.

- **Fast and Furious.** Put the pressure on as early as possible. Your best bet is to strike hard and fast with your creatures. On average, by the third turn you'll see one of your big bad boys. It's even possible to summon first-turn nightmares like the Sengir Vampire or the Derelor if you pull a swamp and a pair of Dark Rituals.

- **The Li'l Guys.** Just 'cause they're 1/1s doesn't mean they're worthless. If you've got enough mana going, attack in force, adding your weenies to the war party. Inevitably, your opponent'll be forced to block your big guns and let your weenies slip through. Wham! That's when you hammer him with a well placed Giant Growth or a hefty Fanatical Fever and drive another nail in his coffin.

- **The All-Purpose Card.** Desert Twister. Sure, it costs an arm and a leg, but it can destroy any card on the board. Save it for particular nuisances like an Icy Manipulator, a Maze of Ith or a Royal Assassin. Remember, too, it's your only initial defense against enchantments.

- **Land Destruction.** Though there are no direct cards to counter land destruction, Bayou Lightning is quick and needs only a single Forest to be on its way. Your 10 mana creatures, four Dark Rituals and two artifact sources should be enough to operate for short periods of time without land. Heck, you might win a game or two even with an opening Mulligan (though we recommend drawing a new hand).

- **Direct Damage.** The best way to deal with Lava Bursts and Fireballs is to put the heat on yourself. Send your creatures in fast and furious and watch the fireworks train on your minions instead of you. Have patience—eventually his damage will run out and creatures will start slipping through. In a pinch, hold that Simulacrum for a massive blow and channel it off to one of your li'l critters.

- **Creature Elimination.** For the most part, you won't have to worry about your opponent's creatures—yours should be bigger anyway. If you do, a timely Giant Growth should sway the numbers in your favor. Hurricanes work wonders on clearing out the aggravating flyers—just don't forget about your mana birds.

- **Sideboard.** First, the color hosers. Use Deathgrip and Lifeforce to prevent black and green players from casting important cards. Gloom will shut down white, while Tsunamis, if played carefully, will wipe out a blue player's islands. If you're having trouble against artifacts, swap in some Crumbles. Same goes for enchantments—swap in Tranquillities to wipe 'em clean. Direct damage a little too hot to handle? Get more of those Simulacrams in your hands.

GREEN

Creatures

1 Autumn Willow
3 Birds of Paradise
3 Erhnam Djinn
1 Hungry Mist
4 Llanowar Elves
1 Spectral Bears
3 Tinder Woks

Spells

2 Desert Twisters
1 Fanatical Fever
4 Giant Growths
2 Hurricanes

BLACK

Creatures

2 Derelors
1 Hypnotic Specter
2 Sengir Vampires
1 Sorceress Queen

Spells

4 Dark Rituals
1 Simulacrum

Artifacts

2 Fellwar Stones
1 Icy Manipulator
2 Soldevi Simulacrams

Land

1 City of Brass
10 Forests
2 Strip Mines
7 Swamps

Sideboard

3 Crumbles
2 Deathgrips
2 Glooms
2 Lifeforces
2 Simulacrams
2 Tranquillities
2 Tsunamis



Wrath of Titania

Fourth Place

Original deck design by Jeff Hannes ["Killer Decks," *InQuest* #7]

Out of all the decks reconstructed for this feature, this one saw the biggest overhaul. It really goes to show how the updated banned/restricted list and the exclusion of any set older than *Fallen Empires* strongly alters the atmosphere of Type II tournament play. You may not be able to play some of the older expensive cards, but it makes the tourneys a much more even and enjoyable playing environment. Anyway, enough with the sermon.

This deck can blindsides an opponent in one shot, leaving his jaw on the table as you clear the board of everything but your horde of creatures. How? Just load up on the handy-dandy artifacts that will protect you during early game play, then BAM, Wrath of God all creatures off the board, mosh all lands with an Armageddon and drop a Titania's Song, turning all your "harmless" artifacts into a mechanical army that would make James Cameron proud.

Deck Tips

• "Them's a Lot of Artifacts." Indeed. With about 20 artifacts in this deck, it does seem a little artifact heavy. But these pieces of machinery serve a dual role. First, they keep your opponent from causing too much mischief. Fellwar Stones and Mana Vaults will keep things on an even keel with speed decks, Shield of the Ages and Pentagram of the Ages will protect you from direct damage and big critters, Nevinyrral's Disk will bring a losing game back to square one, and the Icy Manipulators...well, these are just super useful. From tapping your opponent's mana on his upkeep, shutting down irritating artifacts or keeping heavy-duty creatures at bay, the Icy is still one of the best, most versatile cards in the game. Just pour out your artifacts fast and furious...and wait.

• "Titania's What?" Odds are most players won't be expecting Titania's Song to pop up. It's a seldom-played green enchantment that strips all artifacts of their abilities and transforms them into artifact creatures with power/toughness equal to their casting cost.

If you're playing against a creature deck, cast Wrath of God first. Follow with the Song, and watch your seemingly innocent artifacts pull a page from the Transformers Handbook and metamorphasize into 4/4 monsters in the blink of an eye. "But what if my opponent's playing artifacts too?" Not to worry. Odds are he won't be playing as many as you, but if he's got a bunch out, hey, that's what the Disenchants and Lightning Bolts are for.

Now you gotta go for the lock...

• "Hey...Where'd My Mana Go?" Wrath of God will clear the board of all creatures. Titania's Song will eradicate all artifact abilities. Now you gotta put the last nail in your opponent's coffin by destroying all land in the game. Think of it: the only creatures left standing are those in your recently drafted artifact army, mana-producing artifacts no longer work and if you blow up his land, the show's over. By the time he begins to recoup, you'll be well on your way to the finals.

• Sideboard or "Hey, is that a COP: Artifact?" Unless you're playing a colossally stupid person, your opponent will be ready for that lil' Titania's Song trick again. But, seeing as how this deck is pretty single-minded, it'll be a challenge to overcome the unpleasanties that'll be shuffled into your opponent's deck. Your best bet is to slow him up with heavy color-hosers like Pyroblast, Tsunami, Energy Storm and Drought. Stymie land-destruction/discard decks with Land Tax and avoid megafireball and quadruple-Giant Growthed critters with Reverse Damage.

InQuest editors Pat McCallum & Mike Soarle are both lumberjacks and they're both okay. They sleep all night and they work all day.

WHITE

Spells

- 1 Balance
- 3 Wraths of God
- 4 Disenchants
- 4 Armageddons

GREEN

Spells

- 4 Titania's Songs

RED

Spells

- 4 Lightning Bolts

Artifacts

- 4 Icy Manipulators
- 4 Fellwar Stones
- 2 Mana Vaults
- 2 Meekstones
- 1 Shield of the Ages
- 1 Pentagram of the Ages
- 1 Time Bomb
- 1 Nevinyrral's Disk
- 1 Black Vise
- 1 Ivory Tower

Land

- 6 Plains
- 1 City of Brass
- 4 Mishra's Factories
- 4 Strip Mines
- 4 Karplusan Forests
- 4 Brushlands

Sideboard

- 2 Land Taxes
- 4 Pyroblasts
- 3 Reverse Damages
- 2 Tsunamis
- 2 Energy Storms
- 2 Droughts



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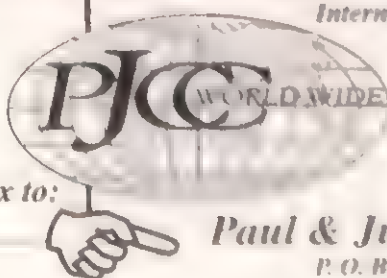
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The *InQuest* Q&A

MICHAEL WHELAN

The 11-time Hugo Award winner reflects upon an upcoming sabbatical, a bleak future and how painting became inevitable.



It's likely you won't be seeing any new works from acclaimed science fiction and fantasy artist Michael Whelan for at least a year.

Whelan, who has won the World Science Fiction Convention's Hugo Award for Best Artist more times than any other illustrator, plans to take a sabbatical from his professional career in order to devote more time to his personal projects. Legions of fans who enjoy Whelan's art, whether they discovered it on book or CD covers or the *Magic's* elusive Nalathni Dragon card, are sure to miss him.

Whelan has received critical and popular praise for his work on Michael Moorcock's *Elric* novels, Anne McCaffrey's *Pern* books and Isaac Asimov's *Foundation* trilogy, to name a few. His paintings have been collected in three books (*Wonderworks*, The Donning Company, 1978; *Works of Wonder*, Del Rey, 1987; and *The Art of Michael Whelan*, Bantam Books, 1993) and two sets of trading cards (*Adventures in Fantasy and Other Worlds*, both by Comic Images, 1993 and 1995, respectively).

Soft-spoken and friendly, Whelan is an optimist at heart, but his voice was tinged with a hint of sadness during the following interview, audible even through his occasional laughter. Whelan has begun to feel the weight of a world that has, in his opinion, moved too quickly in the wrong directions. He seems to have spent the last few years of his career driven by a sense of stoic discipline—not surprising, perhaps, for a man who committed himself to attaining a black belt in *jempo* before he reached 30...and succeeded.

Whelan currently lives in rural Connecticut with his wife Audrey and their 15-year-old daughter Alexa and son Adrian, 7. Audrey owns and operates the Glass Onion Gallery, which she launched in response to people's requests for prints and posters of her husband's work.

By Jack Skrip

MELAN

Vital Stats

Born June 29, 1950, in Culver City, Calif.

Occupation Artist

Place of Residence Danbury, Conn.

Known For *Star Trek*

"The major thing for me was winning the Hugo Award for Best Artist 11 times."



In August of 1985, you announced that you'd be taking a two-year sabbatical from professional art. What prompted that decision?

It's been at least a decade in preparation. I have a need to find more personal relevance in the work I've been doing. When you toil for hours on end, it's difficult to maintain a commitment to a piece unless you believe in it. The natural human response is to look for new horizons.

I'm not saying I won't be doing illustration at all. Rather, I want to set aside one-and-a-half to two years for my personal work. I've got a couple of file drawers of projects waiting to be developed, and I have a sense now after 20 years of doing this that if I don't start now, I'll never get it done.

So how has the first year of your sabbatical been for you?

Actually, I'm working on a book cover even as I'm talking to you. It's taken me this long to finish all of the work I've promised people. Then I've got to clean up my studio and get back to gallery work.

My gallery works are large works, as much as 4 feet by 4 feet, dealing with my own personal symbols. I do them for me, with no other concern than pleasing myself. Some have ended up as book or album covers, but that's not their primary purpose. In my personal work, I explore events and influences in my life, personal and meta-physical ideas. I want them to reach people on the level of subjective feeling, to take them conceptually where I want them to go.

Where do your personal projects take you that your professional work doesn't?

Some of my personal paintings are acts of escaping, others are acts of reflection which tend to be very negative and bleak. I'm very unhappy with the world today, which is the main driving force behind my wanting to devote more time to my personal work.

It's hard for me to watch optimistic science fiction like "Star Trek" without my lips curling in mockery. I say, "Yeah, sure." That's my response because I don't think that's what will happen.

Contemporary life seems to be about asking "What's in it for me?" It's part of the "Me Decade," the desire for immediate satisfaction. We've lost our sense of working toward long term goals.

It's affected my work profoundly, making it harder for me to do illustrations for science fiction, which takes a utopian view of the future.

So much of your career, though, has involved producing very positive, optimistic images of the future.

My father worked in the aerospace industry, so science fiction was always around the house. Nothing captivated my interest more than traveling into outer space and the prospects that lie there.

I remember my father taking me out on many nights to watch the Echo satellite. It was fascinating to see this thing, just a dot of light from the Earth moving across the sky. It's inconceivable to me that the country would turn its back and become so self-centered slash the space budget and retreat from the sense of exploration and discovery so evident in the 1950s.

What exactly did your father do?

I don't know. It was always secret. He was never able to tell us. His title was "research engineer"—intentionally nondescript. We moved on

the average of every year-and-a-half to be near where he was working, mostly in California, from El Centro to San Francisco.

We were usually close to either Lockheed Aircraft or Vandenberg Air Force Base. Both locations were involved with the Atlas Agena project, which was all about launching spy satellites, so he probably had something to do with that. We were seeing missiles going off all of the time.

So your father, or at least his work, had a strong influence on you in your youth.

There's nothing like waking up at 3 in the morning because your bed is rocking around the room because a Titan 3C rocket was going up. There was a real sense of science and progress. Looking back, it seems inevitable I became who I am.

Can you remember when all of this imagery of science and progress began to affect you, to shape your actions and the direction of your life?

When I was 5, I got into trouble on something and wanted to run away. My mom came out to the backyard to see what I was doing, and I told her I was building a spaceship to go to Mars.

When did you start drawing spaceships instead of building them?

I started drawing scenes from movies that I'd seen—science fiction and fantasy. From early on I don't exactly recall when.

I remember during one movie,



ABOVE: *Passage: The Red Step* helped Whelan escape a period of depression.

OPPOSITE: *Destroying Angel*, the cover to 1982's *Year's Best Horror Stories*

when I was about 8, my dad turned over a coffee table in the living room and there was this spaceship control panel I had drawn on the underside of the tabletop. In all the movies I'd seen, the astronauts were always on their backs facing up at the controls and viewscreens, so I had crawled under the table on my back and drew the screen and stuff.

As a child growing up in the '50s, what influenced your drawings?

There was the "Tom Corbett: Space Cadet" television series and movies like "War of the Worlds" and "The Day the Earth Stood Still." I was really into Japanese films like "The Mysterians," "The H Man" and "Godzilla." Mostly, though, it was the overall atmosphere of growing up in a time when scientific progress made going to Mars and such seem possible.

What about other artists as influences?

I wasn't really conscious of artists' names until I was a teenager. In retrospect, Ed Emshwiller, Richard Powers and Kelly Freas [all popular fantasy and science fiction illustrators of

the 1960s] all were influencing me without me knowing their names. Chelsey Bonestell's illustrations for Willy Ley's coffee-table books of speculations on future life were important to me. I was particularly struck by a painting of an A-bomb explosion Bonestell did for a magazine—*Life*, I think.

What was your early work like?

Much of it was attempts to visualize scenes from books and magazines I was reading. When I was around 14, Warren came out with *Eerie* and *Creepy*. I did a

watercolor of Cousin Eerie. I didn't start working in oils until I was 15 or so, and I found it somewhat clumsy.

How did you get into illustration as a career?

In August of 1974, I sent 12 slides of my work to Donald Wollheim of DAW books. He contacted me later that month, and in September I moved to New Jersey and started doing work for him.

My first job for DAW was a cover for a Lin Carter book. I did a terrible job. I choked up and ended up producing a painting that wasn't like anything I'd ever done...or ever have since. Luckily, they liked it. I also began doing covers for DAW's *Year's Best Horror Stories* series.

I lived in Jersey for about three months, then moved to Connecticut.

When did you actually go professional?

[Laughs] Immediately. In the fall of 1974, I had some pieces exhibited at the World Science Fiction Convention in Washington, D.C. The person who took my work there for me set it up in the professional section rather than the amateur section. Then one of my paintings, *Outbound*, won first place in the professional science fiction art category.

I understand you had some early contacts with a few genre celebrities. How did this help your career?

At a convention, I met [famed science fiction writer] Harlan Ellison and [noted comic book artist] Neal Adams. Ellison convinced the art director of *Gallery* magazine to hire me to do the illustration for Ellison's short story "Croatoan." I did it in oils, which I still found difficult because of drying time and the pace of the work. Gradually, I switched over to acrylics.

Adams arranged my first meeting with Ace, which resulted in basically doubling my income. Working for both DAW and Ace, I was able to play each company off of the other.

Adams also arranged an interview for me with Marvel Comics. They bought three paintings from me for their early forays into Warrenesque publications. But they kept calling me and asking for more and more changes to them... Overall, it was a really bad experience.

Every year since then, I look back and pick my dog of the year. I assume that if my worst work can get better every year, I'm getting somewhere.

Do you find that your work has lived up to that expectation?

Yes, definitely. If I didn't have that feeling, I'd give up. Even now, the sense of progress is important to me.

What makes a painting qualify as a dog?

The thing I look for mostly is badly rendered human forms. When I see any mistake [in a published painting], it mortifies me every time. I know if I'd given myself time to stand it against the wall and look at it after a week, I'd never have let it out of my studio.

Any outstanding howlers come to mind?

In 1975, I did a cover for John Jakes' *Mention My Name in Atlantis*. I tried to do a parody of the style of Frank Frazetta, but it just didn't come off. I actually held a public execution of the painting at the World Science Fiction Convention in Boston in 1989. I cut it up and threw the pieces out into the audience.

What lies at the other end of the spectrum, meaning personal favorites or particularly significant projects?

The assignment I looked forward to from year to year was the cover for the *Year's Best Horror Stories*. I did those

from the third volume to the 13th, 1975 to 1985.

But sometimes the ones I enjoy the most aren't the most important. *The White Dragon* [by Anne McCaffrey, 1978] was my first cover for a book that made the *New York Times* best seller list and was also the first fantasy/science fiction novel to make the list. It was one of my early projects for Del Rey, something I did when I was just getting a handle on using acrylics.

The "John Carter of Mars" series I did for Del Rey was a definite high point. I was offered a 12-book series at 26 years of age. I'd always loved the books, so getting the chance to do them my way was very exciting. I couldn't understand why some illustrators weren't paying attention to details. Then it became apparent to me that they just weren't reading the books.

Since then, it's been pretty much a blur. I've been painting professionally now for 21 years.

I couldn't help notice you didn't mention the Elric covers.

I did those in the mid- to late '70s, and I'm still getting letters from fans. But I look at 'em now and I shudder. It's really funny that we get letters from people asking for prints of paintings I'd prefer never saw the light of day again. [Laughs] I just don't

"I did (the Elric covers) in the mid- to late '70s... I look at 'em now and I shudder."

honor those requests. Fortunately, the public is very forgiving.

What have you illustrated besides literature?

I've done album and CD covers. The first one was *Victory* by the Jacksons [1983], and I did the cover for Meatloaf's *Bat Out of Hell 2: Back Into Hell* [1994].

Since about 1990, I've been doing CD covers for the thrash-metal band Sepultura. They're really wild. I can't be extreme enough for them. I've also done two covers for New Age artist John Serrie, who works with synthesizers; it's music for a more meditative, serene mood.

Do you approach illustrating music in the same way you approach literature? In other words is music as important to you as reading?

Music is a very important part of my personal life. I have a huge collection of CDs and very varied tastes. I pick my music to suit my state of mind and to create an emotional atmosphere to suit what I'm currently doing.

For example when I was working on the covers for Del Rey's series of H.P. Lovecraft horror and weird fiction, it was raining and

sunny outside, so I darkened all of the windows of my studio and played depressing music for hours.

I've read that you create music as well as illustrate it.

I did my first cover for Sepultura in trade for a bunch of synthesizers, and I've added some things since then. I have a sort of "toy room" for it all. I only go in there and work with it if I feel I can't get what I want from what music is out there.

I'm by no means a musician, but I do consider myself a composer; I think of my compositions as "abstract ambiances" that create a sense of space and movement, a sonic environment that creates an otherworldly type of feeling. But it's not all slow and meditative; some of it is fast and driven, some is clanky industrial stuff like the soundtrack to *Terminator 2*.

At least one of your Sepultura covers I've seen looks like it was computer-rendered or enhanced. Is this a new medium for you?

I started working with computer graphics in 1992 on an assignment from Mithral Publishing. They asked me to produce three prints entirely in the digital domain. Part of the deal was that they'd help me buy the system—a Mac Quadra running Photoshop and Strata 3D. The original works were created on the computer and printed out, then the digital files were destroyed after the prints were made.

Do you still use the computer to make original art?

I use the computer more for pre-production work than as a medium for



finished art. When I did the *Bat Out of Hell 2* cover, the preliminary sketches were done on the computer. This is useful in contract work in that early image selection and revisions requested by the client can be done much easier and faster.

I think of [the computer] as a tool—a way to get certain things done. Ultimately, its value depends on whether using the computer is saving time or wasting it.

So technology is there, but it hasn't fulfilled the romantic visions of your youth.

I don't know what it'll take to recapture that sense of wonder, of wanting to move forward, or even if it can be recaptured. I'm no longer optimistic about the world around me, but I don't want to infect my children with it.

I think it's important for people to have an ethical basis for their lives, to respect each other and the environment. We should live our lives as examples for those who will follow.

Jack Skrip was attracted to the space program by the prospect of unlimited Tang. He was turned off by the prospect of going pee-pee in a baggie.

PERSONAL BEST

Whelan gives the skinny behind his favorite paintings

Michael Whelan's willingness to turn a critical eye to his own work has made it relatively easy for him to spot the painting he considers his dog of the year. However, when it comes to identifying his personal favorites, he finds the task considerably more challenging.

"Having done so many paintings, it's hard for me to pinpoint personal favorites because different paintings I've done are important for different reasons," he explains. "For example, my painting for *Renegades of Pern* [Anne McCaffrey, 1988] was done while my wife and I were awaiting the birth of my son. He was due on Dec. 8, and I was rushing to complete the painting before then because I knew what it was like to work a full schedule with a newborn baby in the house.

"But the painting just wasn't working out. I ended up scrapping the whole thing during the first week of December and starting all over again. It's the first time I ever threw out an entire work in progress.

"The 8th came and went with no labor pains. Then the 9th, the 10th, and I still wasn't finished with the painting! Finally, I finished the painting and sent it off on Dec. 18.

"Then my wife went into labor and Adrian was born. I like to think that he was letting me finish the painting. It's not that I'm thrilled with the painting as such, it's the story associated with it."

Apparently, 1988 was a good year for Whelan, since he also produced two of his other favorites that year, the covers for *The Summer Queen* and *The Snow Queen*

by Joan Vinge. "These two companion pieces hang quite well together," he says.

"I like them particularly for the artwork. They bring forth elements and themes important to the books in a simple way, yet there is a lot of detail to capture the viewer's eye. With these two pieces, the necessity of visualizing ideas from the books didn't get in the way of painting them, so they're not overburdened by their connections to the books."

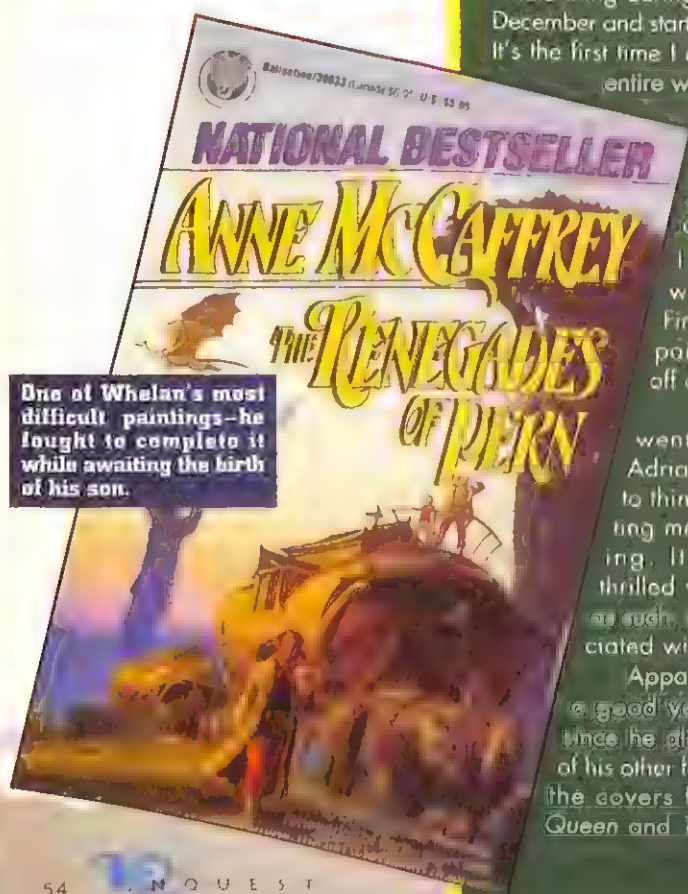
His favorites among his gallery works include *The Avatar* and *Passage: The Red Step* (see page 52). Done between 1988 and 1990, they were the first paintings Whelan produced entirely for himself. "In both cases, I concerned myself with doing nothing but satisfying the underlying concept behind each painting, with no outside interference.

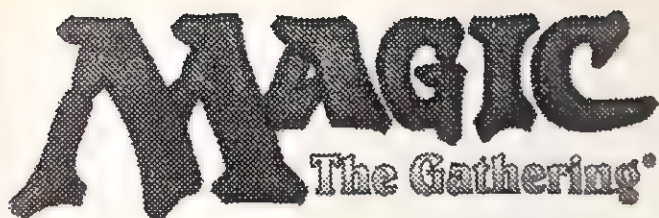
"*The Avatar* is part of a projected series of eight to 12 paintings dealing with metaphysical subject matter. I've done about four or five. *The Avatar* and its companion pieces are meditations on the soul, life after death and all that. There are about four or five levels of meaning in the painting, as is the case with most of my personal works."

"The richest source of inspiration for an artist—for this artist, at least—is what I'm experiencing in my own life," Whelan continues. "*Passage: The Red Step* is, on one level, about my trying to get out of an artist's block resulting from a period of depression. I was in for about a month and a half. The image of climbing up the stairs out of darkness and into the light was very meaningful to me.

"After years and years of pandering to art directors and readers, it took a while for me to get up the nerve to do something totally for me," Whelan states. "I didn't realize what I was missing."

—Jack Skrip





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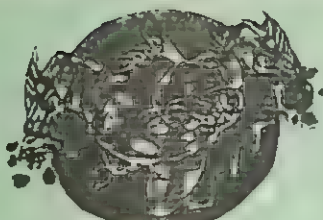
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Basic training

SIMPLE STRATEGIES and DECK DESIGNS for BEGINNERS by myles s. hildebrand

Wanna blast your way through some Stormtroopers? How about showing that upstart Rebel Alliance who's really boss in this galaxy? Grab a few decks of Decipher's *Star Wars: Customizable Card Game* and read along!

The Basics

Regardless of whether you play the Light or Dark side, you're going to need a 60-card deck. A well-balanced deck will probably have:

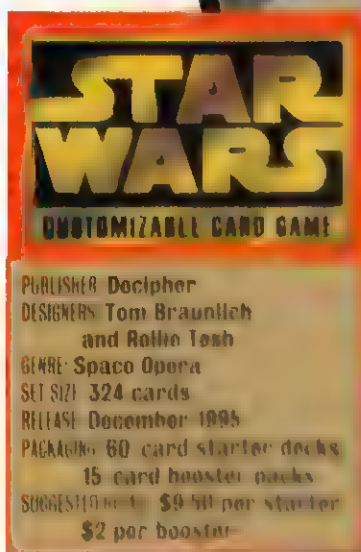
- 12 to 15 space or planet locations
- 15 people, aliens and droids
- 10 starships
- Five devices or weapons
- Two to three vehicles
- 12 to 16 interrupts and effects

The basic tenet of *Star Wars* has always been the Force. In the card game, the Force circulates. Cards from the reserve deck (from which you draw) are activated and placed on the Force deck until needed to deploy characters, ships or interrupts.

Once used, the cards go to the used pile until the end of turn, when they're placed beneath the reserve deck to start the cycle again. If something is lost or destroyed, it's placed out of play in the lost pile. The goal of the game is to get all of your opponent's Force—his cards—into the lost pile.

Always beware of deploying too much because, even though you might have a great army in place, you may run out of cards to draw and then will be unable to hit enemies with your weapons or cause attrition damage.

You might think that if someone gets a good start in the game, his victory is inevitable. Not true. It's easy to come from behind. Many cards favor the underdog, especially the Rebels. The We're Doomed card halves the underdog's losses. Collision and Friendly Fire take out attack-





ers before they can do damage. The Dark side has many lone pilot or warrior cards that give a bonus to an outnumbered defender.

Locations

A lot can be gained from choosing the right starting location. Locations that give a bonus but won't let your opponent attack too soon are ideal. Since the Dark side always goes first, Death Star War Room is an efficient place from which to intimidate. It has two Force icons for itself and none for the Light side. Counting the personal Force you generate, that

means you start the game with three Force. The Light side won't be able to deploy troops to your site right away. If there's a leader in the war room it means that all the Rebel troopers and Y-wings will be -1 in forfeit value later.

The Light side's Yavin 4: Massassi War Room has a similar forfeit bonus against TIEs and troopers, and only two light force icons. So unless you must choose the Massassi Throne Room that allows the Rebels to start, the War Room is the Light card to use.

Some may argue that a location with both icons is better because you can quickly drain cards from an opponent. The problem with this is that you give your opponent an extra Force card each turn and they can deploy soldiers quickly. It's best to start on your own side of the galaxy.

Phases

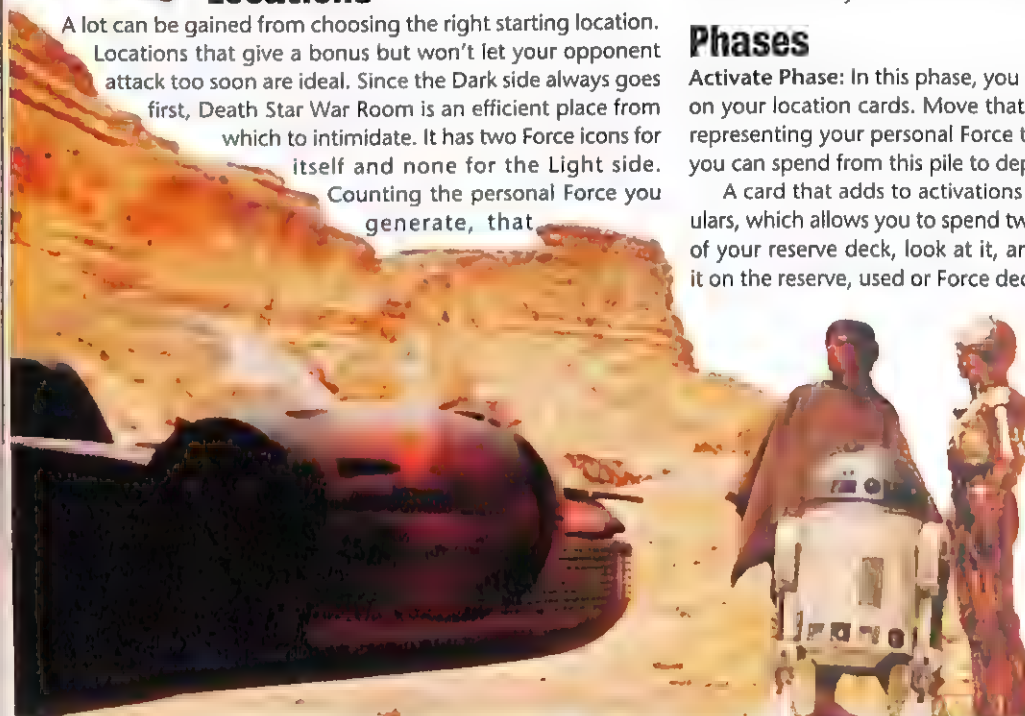
Activate Phase: In this phase, you count up all the Force icons on your location cards. Move that many cards plus one extra representing your personal Force to your Force pile. Later on, you can spend from this pile to deploy other cards.

A card that adds to activations is the Rebels' Electrobinoculars, which allows you to spend two to draw a card off the top of your reserve deck, look at it, and decide whether to place it on the reserve, used or Force deck. The Imperial alien Labria

does the same thing for free as long as you do not draw a vehicle or ship.

Control Phase: This is when you're allowed to drain one card from your opponent for every single Force icon he has at a location you control. Drained cards go to the lost pile and are effectively out of the game.

Some cards, such as vehicles, allow the opponent to move nearby



STAR WARS Card Dissection

- A. Name:** Your favorites from the great trilogy are mentioned in this space.
- B. Icon:** This handy visual reference tells you if the card's rebel, Imperial, alien or whatever.
- C. Destiny Number:** The randomizing element of *Star Wars*—better than dice.
- D. Lore:** Interesting info about your card.
- E. Power:** What you're gonna use to blast the pants off your foe.
- F. Ability:** The supremo stat for using devices and draining Force. You can't leave home without it.
- G. Force Sensitivity:** "The Force is strong in this one." But stronger in some than others.
- H. Text:** The nuts and bolt of this guy.
- I. Deploy Cost:** It takes Force to get these characters out, and this white box says how much.
- J. Forfeit Cost:** This black box indicates how much you can save in Force by giving up this guy. (Quite a lot.)
- K. Additional Icons:** More nice graphics to tell you what else this guy can do.

characters to locations that you control, stopping the drain. Some characters, such as the Light side's Shistaven Wolfman and the droid CZ-3, allow movement to the site of a drain as a react. Be careful that you don't spend all your time chasing his drains! You might find yourself out of position or Force when he attacks.

Other cards have good, subtle effects during the control phase. The Light's alien Kabe steals weapons and Figrin Dan will usually allow you to retrieve a Force if your three cards beat the opponent's two in a card draw. The Imperial alien M'iiyoom Onith can make the Rebel show his hand and discard any males.

Deploy Phase: Here you decide what to put where. Star Destroyers require eight Force to deploy whereas a starfighter might only require one. You can only deploy where you have an icon or presence, unless you use a spy to go in first and lead the way for your troops.

The card Presence of the Force adds both Dark and Light Force icons to a site, which is good for increasing a Force drain or allowing a deploy. After the first few turns, be leery of using all your Force to deploy everything or you won't be able to fire weapons, move as a react or save up to put out something big. Keeping a few extra Force can also make an opponent think you have a good interrupt in hand.

If you have a lot of locations out and put characters on them, you will drain a lot of cards away but be vulnerable to a strong counterattack. If you sit on a few sites too long, your cards might be drained away or you'll have huge battles between deeply entrenched forces.

Needless to say, if you don't want to fight, you can just sit back and drain your rival's life away, but hey, Luke didn't become a Jedi by sitting in a La-Z-Boy at the ol' moisture farm.

The next phase is battle, but since it's so important, we'll deal with it in a separate section.

Move Phase: Here you get to (can you guess? yes) move your characters at a cost of Force. Remember: battle first, then move. You're going to have to plan ahead in this game because after you've moved, your cards have to sit there until your next turn.

Draw Phase: The only way to bring more cards in hand is to draw unused Force cards. Maybe it's Vader down there, maybe just a droid, but you're going to have to draw sometime. Remember to keep some Force around for later, though.

Battle Phase

The battle phase can be quite tricky. About half of the interrupts in the game can seriously affect the outcome.

In general, attack in force or not at all. Two equally matched combatants will do less real harm to each other than you'd think unless a lot of weapons are involved, in which case everything dies.

After the attacker pays one Force to start the rumble, the first

If you were buying a bucket of packs looking for those main characters you crave so badly, you'd probably have more commons than you'd know what to do with. Well, here's the deck for you, and it works for both Imperials and Rebels.

These common ships and troopers deploy for free if there's a leader of ability three or more present. Play the leader on the capital ship and shuttle the troopers to the planet as needed or deploy on a planet site and use Nabrun Leids Elis Heirot interrupts to transport cheaply.

This is a great Force-drawing deck but light on weapons and destroy. Don't give up the ghost, though. Overwhelm quickly with cheap deployments and Force drains, especially if you add some vehicles. Extra strength comes from the unique leaders who are often skilled pilots and warriors.

The strength of the Dark side lies in the Bantha-Tusken combo. Tusks can gain strength in numbers, especially power for fear at one site. The Banthas (creature vehicles) give the Tusks Banthas at one site, so four Tusks and four Banthas at one site is 16 in Bantha ability. Tusks, 16 in Bantha ability, and four Banthas themselves, 16 in Bantha ability. The Banthas are vehicles, so they have five ability. This means that the four Banthas alone can take out a site with five ability. Quite a nice little army.

The Jawas are a good addition

require one Force from an opponent in order to play, which is annoying. You eat this Force and he gets nothing for it. If you have Jawa Camp on the table, you can deploy Jawas at a cost only to you, which might be necessary early in the game.

Ingredients

Light Side

- 12 Tatooine planet sites
- 3 Tatooine space sites
- 5 X-wings
- 3 Proton Torpedoes
- 1 Sandcrawler
- 2 Landspeeders
- 4 Jawas
- 1 Chewbacca
- 1 Beta Lary
- 1 Luke Skywalker
- 1 Obi-Wan Kenobi
- 1 Beta Stew

Dark Side

- 12 Tatooine planet sites
- 3 Tatooine space sites
- 5 Tauntauns
- 7 R2-D2s
- 1 Sandcrawler
- 4 Banthas
- 2 Tusks
- 8 Tusken Raiders
- 1 Jabba
- 1 Wampa

of the three steps is to fire weapons. (Having the Dark alien Felipern Trevagg present greatly increases the cost of an attack, so he's nice to defend with.) Both attacker and defender can take pot shots to see if anything gets hit and will die at the end of the turn. Say your Stormtrooper fires his blaster at a Rebel guard. You draw the top card off your reserve deck and look at it. In the top right corner is a number from one to six (locations are rated zero). You get a three. Since that's more than the guard's ability of one, the guard is hit and will die later.

These "destiny draws" are one of the most intriguing things in the game. Since most of the rare or powerful cards have low destiny numbers, there's little sense in stocking them. In fact, common interrupts, events and devices have the highest destiny numbers.

The second step is to total the power on both sides. If any side has total ability of four or more, the player can make a destiny draw and add that number to his power. Then you compare. Say it's the Empire's 11 vs. the Rebellion's six. By subtracting the numbers, we find that the Alliance has to take five battle damage.



BASIC



This is why ganging up is so great. If eight Rebel troopers attack one Stormtrooper, the power (without a destiny draw) is eight vs. one, so the Imperials have to eat seven damage, which is solved by discarding from his piles, hand or the battle site. Add in a destiny draw of, say, four, and the loss of that lone Stormtrooper caused the Dark side to lose 11 cards!

The third step is attrition, or casualties of the battle. Remember that destiny draw of four in the example with the eight Rebel troopers? Well, the Empire must forfeit that amount of cards from the battle site. That's so he can't keep his battle force in place just by throwing away cards in hand.

Some characters are immune to destiny less than a certain amount. Vader is one of these. If he was in the above battle, he'd still be around—and really pissed!

One of the best combinations for the Dark side is Dr. Evazan and Ponda Baba (the two guys Obi-Wan Kenobi sliced in the Cantina). The doctor boosts Ponda's power by three and can immediately "operate" on hit characters, which sends them out of the scene. That way, they aren't around for the power tally or to settle attrition. It definitely swings things in the Empire's favor. If you have these warriors or the regenerating Myo, you'd have to be high not to play them!

The Rebels have a few tricks of their own. The Mantellian Savrip effect allows you to use the forfeit values of cards from your hand. This means that instead of tossing away eight cards, you toss away one Corellian Corvette. As well, Talz deploys for one but forfeits for four and can be sacrificed instead of hit characters. So if a good warrior is hit, Talz takes the fall and you keep your warrior.

Parting Advice

Unlike the Boy Scouts, you don't need to prepare for all contingencies. "But what if my Obi has to fight his Vader and I need a Krayt Dragon Howl to...?" Blah, blah, blah. If you stock your deck with "what if" cards, you have very little flexibility. If you want a card that cancels specific interrupts or events, use Alters and Sense cards, which counter them all.

The most important thing is to have fun. That way the Force will always be with you.

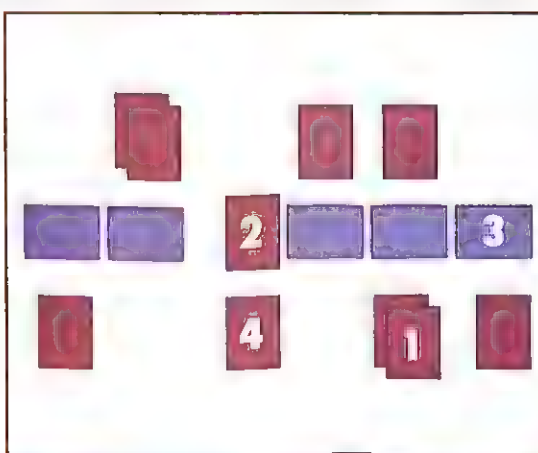
Myles S. Hildebrand is an addictions counselor in rural Manitoba, Canada, who is hooked on the "Star Trek" and "Star Wars" Universes.



The Card to Get

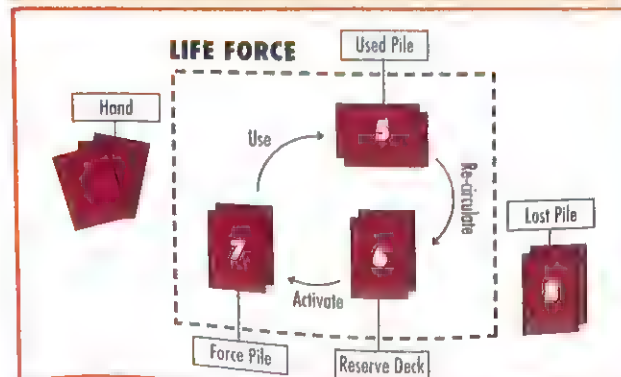
Why is Darth Vader so powerful?

He might cost a lot, but he's a bitchin' pilot and warrior, he's got a power of six, and his ability of six guarantees successful Sense and Alters. He increases attrition damage and he's got so many boost and interrupt cards you'd have to be crazy not to play him in a Dark deck. Besides, how seductive could the Dark side of the Force be without the Dark Lord of the Sith?



The Playing Field

- 1. Character Cards:** The boys or girls who will win or lose the game for ya.
- 2. Systems:** Planets or space cards to which sites are linked.
- 3. Sites:** The places within a system where your characters or vehicles can be played.
- 4. Starships:** The way characters move between systems.
- 5. Used Pile:** Where the cards from your force pile go after they're used.
- 6. Reserve Deck:** The customized deck you bring into the game.
- 7. Force Pile:** Where cards from your reserve deck go so you can use them as Force.
- 8. Lost Pile:** Where destroyed cards go.



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- SECOND PRIZE (10):** Ten readers will each receive a *Forbidden Knowledge* uncut sheet and a *Legend of the Five Rings* T-shirt!
- THIRD PRIZE (20):** Twenty readers will each receive two *Forbidden Knowledge* booster packs to get their feet wet in the game!



This month's contest is sponsored by Alderac Entertainment, a bunch of guys who really know their sushi.

The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Alderac Entertainment and whoever handles the dubbing in their kung-fu flicks. Whatametto...you speaks no English? Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card. Enter as many times as you like. Mail each entry separately to: *Legend of the Five Rings* Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. Hey...why does Godzilla keep attacking Asian countries? Give up? Cause after eating some Chinese, he's hungry again in a couple of hours! Got it? You know how you're hungry after eating Chinese food and...uh, forget it. All entries must be received at contest headquarters by June 28, 1996. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by random drawing from among all properly completed entries by Wizard Press. Drawing will take place on July 15, 1996.

For a list of winners, available after July 15, 1996, send a self-addressed stamped envelope to: *Legend of the Five Rings* Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

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Legend of the Rings

INQUEST CONTEST

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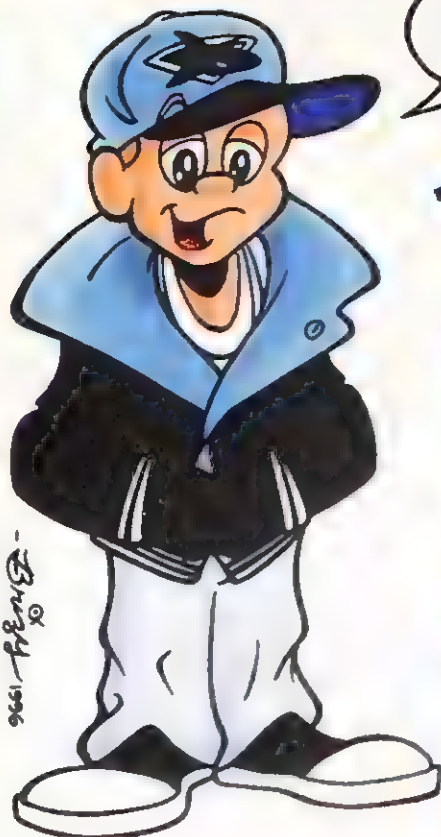
HOWDY. B.J. HERE -- I'M YOUR BASIC 14-YEAR-OLD WHIZ KID AND MAGIC ENTHUSIAST. TODAY I'D LIKE TO DISCUSS A BIT OF--

MAGIC Etiquette

APPROPRIATE BEHAVIOR FOR PLAYING MAGIC: THE GATHERING

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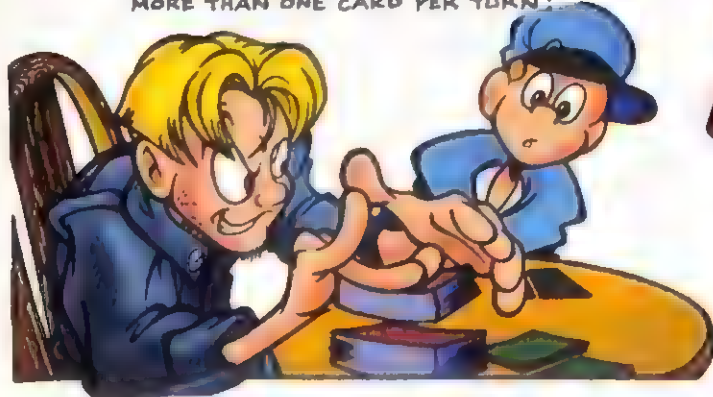
- Brian Douglas Ahern 1996



1. NEW PLAYERS ARE ENJOYING MAGIC EVERY DAY. LET'S AVOID TURNING THEM OFF BY HITTING THE NOVICE WITH A CHANNEL / FIREBALL ON YOUR FIRST TURN.

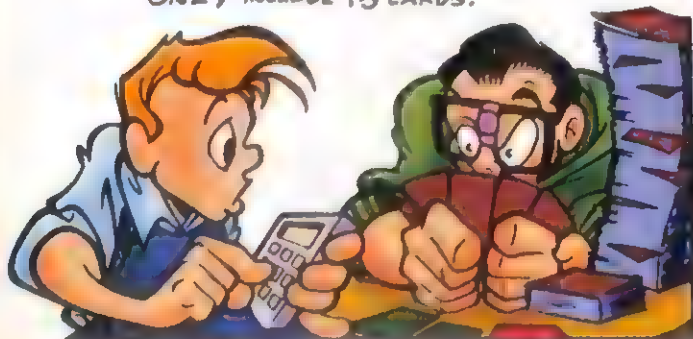


2. RULES OF SPORTSMAN-LIKE CONDUCT APPLY. NO STACKING MANA BY HIDING ONE CARD UNDER ANOTHER OR SNEAKING MORE THAN ONE CARD PER TURN!



4. CARDS LIKE CHAOS ORB AND JESTER'S MASK GIVE US ENOUGH TO CONCERN OURSELVES WITH. REFRAIN FROM DEMONIC UTTERANCES WHICH MAY FRIGHTEN OLD LADIES AND HIGH SCHOOL PRINCIPALS.

3. PLEASE REMEMBER YOUR SIDEBORD, OR ADDITIONAL CARDS YOU MIGHT NOT USE ORDINARILY WHICH ARE ALLOWED SPECIFICALLY TO STOP KILLER DECKS, SHOULD ONLY INCLUDE 15 CARDS.



MAGIC: THE GATHERING © 1996 WIZARDS OF THE COAST

5. IT'S FINE TO SHOW A STRONG INTEREST IN THE GAME, BUT NOT AT THE EXPENSE OF PERSONAL HYGIENE.

MAGIC IS EVERYTHING!!

WHAT ELSE MATTERS?

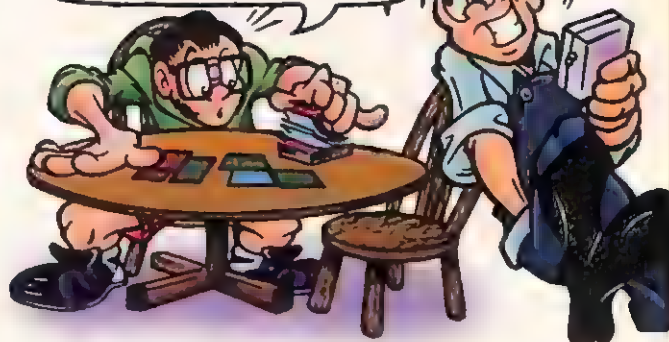
THE WORD "SOAP" COMES TO MIND.



6. WATCH YOUR OPPONENT'S CARDS, AND DON'T LEAVE WITH A BIGGER DECK THAN YOU CAME WITH.

WELL, YOU SURE WON THAT TIME! GOOD JOB. GOTTA GO NOW--BYE!

HA-HA! I SURE SHOWED--HEY! WHERE ARE ALL MY PHANTASMAL TERRAINS?!



7. DON'T ADD INSULT TO INJURY--RESIST SPOUTING CLEVER PHRASES EACH TIME YOU INFLECT DAMAGE.

SPANK!

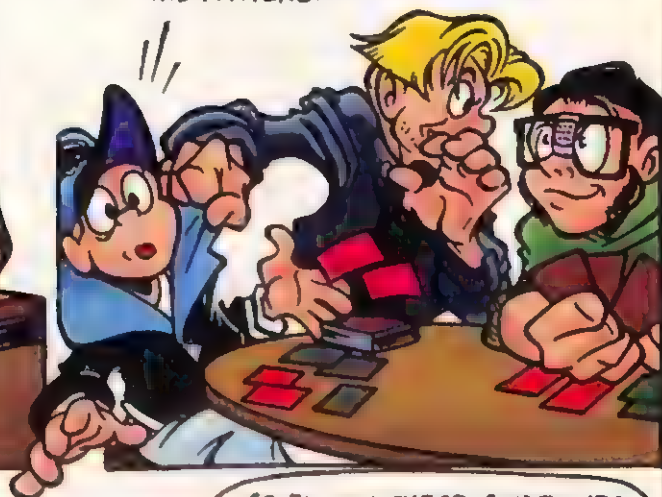
HA! SPANKED YOU!

I'M SO COOL! AREN'T I COOL??

OH, ASTONISHINGLY SO.



8. ONLOOKERS SHOULD REMAIN SILENT, AND NOT WHISPER ADVICE TO ONE OF THE PLAYERS.



9. RETAIN YOUR POISE AT ALL TIMES--AND AT LEAST PRETEND TO LOSE GRACEFULLY.

OH, YOU BEAT ME. EVEN THOUGH I HAD YOU DOWN TO ONE LOUSY LIFE POINT, YOU BEAT ME. HOW CHARMING. I CONGRATULATE YOU. HEH, HEH...

SO FOLLOW THESE GUIDELINES TO MAKE PLAYING MAGIC: THE GATHERING MORE THAN JUST FUN, BUT A JOYFUL ENDEAVOR OF COURTESY AND REFINEMENT.



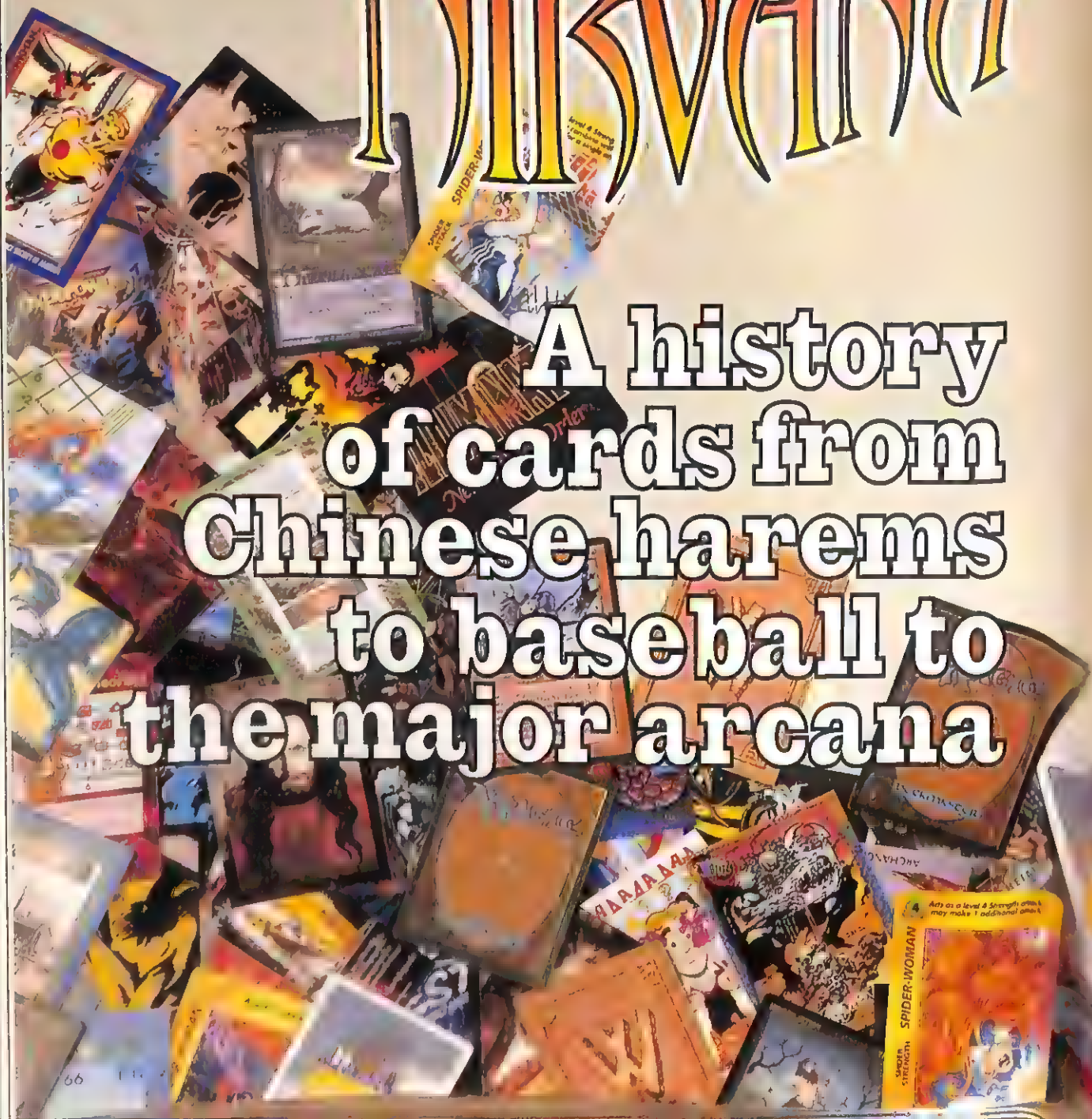
OH, WHAT A FESTIVE GAME!! HOW REFRESHING TO FACE SUCH A CAPABLE OPPONENT! MY, YES!!

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the major arcana



Pay \$350 for a piece of cardboard?

Sure, it sounds silly when you put it that way, even if the card does say Black Lotus. Yet sports nuts don't think twice about spending thousands of dollars on baseball cards.

Take for example the 1933 Napoleon Lajoie card, which in mint condition goes for around \$6,500. Who's Napoleon Lajoie? It doesn't matter. In 1933 he swung a stick at a leather spheroid, so now we must all pay fiscal homage to him.

Come to think of it, this whole trading card thing is completely bizarre. How has the human race gotten to the point where a person will work for hours—even days—to earn enough money for a cardboard rectangle with some pretty colors on it?

I'm so glad you asked...

Quick! To the Bordello!

Cards were first invented in China in the 10th century. Legend has it they were created to solve a rather unusual problem: What do you do with a bored harem?

Traditionally, Chinese emperors had 121 wives organized into five ranks: one empress, three consorts, nine spouses, 27 concubines and 81 assistant concubines. Things could get pretty slow if you were, say, assistant concubine No. 78. You can only file your nails so many times before you start thinking about shoving your emery board up assistant concubine No. 77's nose just to see what would happen. Thus, cards were invented to keep the emperor's wives from clawing each other's eyes out.

Chinese cards were made from flexible strips of white cardboard about 5 inches long and 1.5 inches wide. A deck consisted of 40 cards divided into four suits: coins, coins strung together, piles of coins

strung together, and lots of piles of coins strung together. (Mercifully, the inventor stopped here.)

Each card in a suit was numbered 1 through 10 and bore an appropriate illustration (e.g., the eight of coins had a drawing of eight coins), except for the suit of piles of coins strung together, which was represented by pictures of guys with funny hats. Who are they? Who knows. Maybe they're the emperor's 121 brothers-in-law saying, "Hey man, I really need a new transmission. Could you lend me a pile of coins strung together till next March?"

Not to be outdone, the nobility of India invented their own playing cards in the 10th century using discs of lacquered wood that were anywhere from 2 to 5 inches across. Like the Chinese cards they were divided into various suits, each based on a different incarnation of the Hindu god Vishnu. Deck sizes ranged from 96 to 120 cards, but history does not record just how you were supposed to shuffle 120 wooden discs. No word either on whether it was okay to use an incarnation of Vishnu as a coaster.

One of the Indian cards showed the Hindu deity Ardhanarisvara holding a sword, a cup, a coin and a wand, and while no one knows for sure if there's a connection, these happen to be the four suits in early European cards and tarot decks. (See the sidebar for more on the tarot.)

By the way, if you're curious about the Chinese emperor's sleep schedule, it went like this: The emperor spent one night alone with the empress, then one night with the three consorts as a group, one night with the nine spouses as a group, three nights with different groups of nine concubines, nine nights with different groups of nine assistant concubines, then back to the empress again. Tired?

Read 'Em and Weep, My Liege

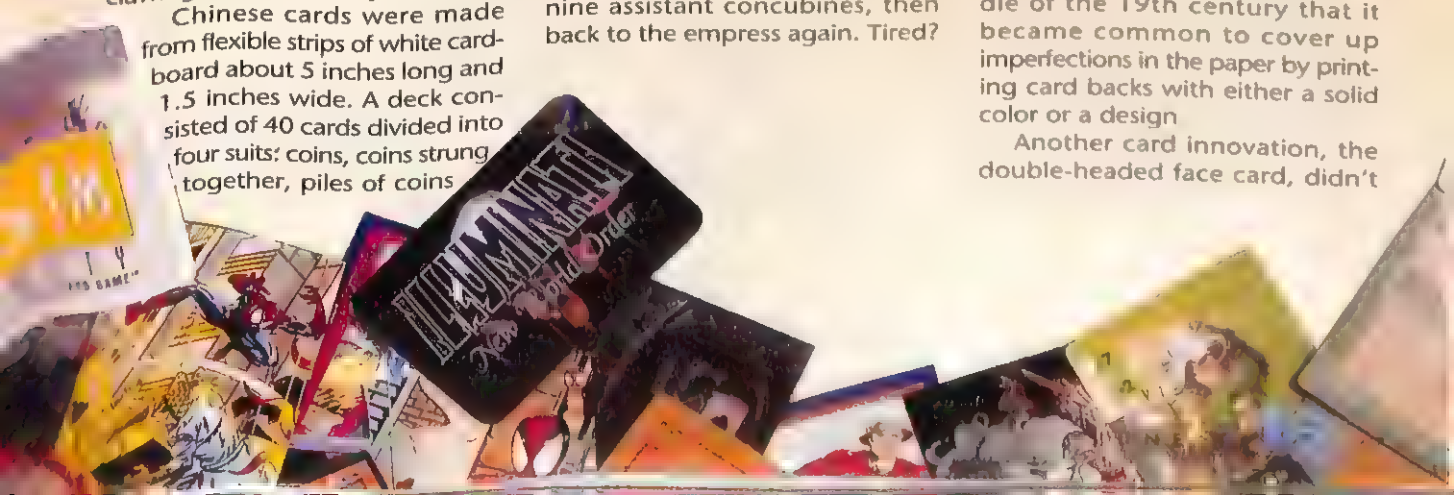
Playing cards first appeared in Europe in the second half of the 14th century. Early Italian decks had anywhere from 52 to 60 cards divided into the sword, cup, coin and wand suits, and each suit had pretty much the same cards we have today: ace, two, three and so on all the way up through king. Decks with 60 cards had additional court cards in each suit; sometimes they were knights, sometimes they were attendants to the queen.

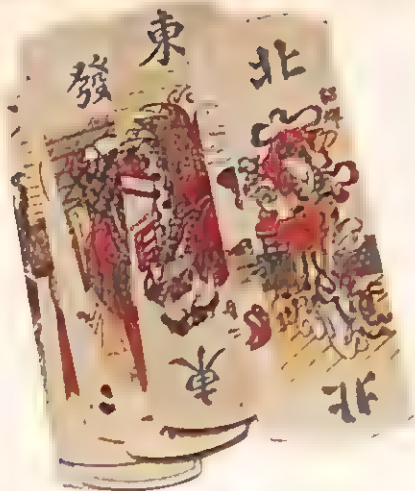
Historians believe European cards were inspired by cards from the East. Italian merchants may have come across Chinese decks in their dealings (so to speak) with silk and spice traders, or crusaders may have picked them up from Arabs in the Holy Land. ("Look, honey, I've brought back cards. And here's the head of the guy who gave 'em to me!") However they got there, they spread quickly. By the middle of the 15th century, cards could be found in every country in Europe.

The oldest surviving cards were made in France around 1440. They are a set of 10 face cards found in the cover of an old book. They'd been glued into the binding to help stiffen it, and they have the first known examples of hearts, diamonds, clubs and spades. Why hearts, diamonds, clubs and spades? Nobody knows. Stop asking so many questions.

European playing cards used to have plain backs, which meant that if Olaf down at the paper factory sneezed while making the sheet your cards were cut from, your ace of spades could wind up being permanently marked with, say, a piece of spinach. It wasn't until the middle of the 19th century that it became common to cover up imperfections in the paper by printing card backs with either a solid color or a design.

Another card innovation, the double-headed face card, didn't





Antique Chinese mah-jongg cards

appear until 1813, when a German company issued a deck celebrating a recent battle. They used portraits of the monarchs and generals from the winning side for the king and jack cards, and printed their faces on both the tops and bottoms so the card looked the same no matter which way you held it. Before then, face card pictures had heads at the top and waists at the bottom; if you got dealt a mess of these cards and they happened to be upside-down, the odds were good you'd absent-mindedly turn them right side up, tipping off everyone at the table in the process.

Another innovation, the joker, made its first known appearance in 1857, courtesy of Samuel Hart & Co. of New York. It was introduced as a novelty item. The term "joker" has come to mean any extra card included with a standard deck.

It's Not Your Turn, Genghis. Put The Little Fishie Back in The "Lake."

By now you're probably wondering what the heck card players have been playing for the past 1,000 years. Did the emperor's concubines sit around saying, "Okay, Texas seven card stud, Alabama rules, deuces and snowmen wild," before they dealt? Or did Genghis Khan get that maniacal, blood-curdling glint in his eye as he stared across the table at his opponent and said, "Go fish"?

The original Chinese card games were probably derivations of existing dice and board games, but as time went on new games were invented

just for cards. An early Persian game called *âs-nâs* was the original collect-cards-by-suit-or-kind game. Variations of *âs-nâs* have been popular for centuries, including such favorites as poker, gin, go fish and so on.

Poker fans who think Hoyle is some big expert on the game and who buy all those *According to Hoyle* books are in for a big surprise: It's impossible to play poker according to Hoyle. Hoyle died in 1769, decades before poker was invented. Edmund Hoyle was an English attorney who wrote about card games that are now almost unheard of, like whist and piquet. The companies that publish *According to Hoyle* books are using his name the same way dictionary publishers use the name "Webster." Think about it: Just because your dictionary has an entry for "McNugget" doesn't mean Daniel Webster ever heard of one.

Poker originated in the gambling rooms of 19th century Mississippi riverboats. The earliest mention of the game is from 1834, when it was still played with only 20 cards: aces, 10s and face cards. As poker evolved, it gave birth to a number of saloon-based offshoots in which players gambled for drinks. These games, rum poker and gin poker, eventually became known as rummy and gin. Game designers, take note: There's still room for piña colada poker, tequila popper poker, and vomit-in-your-friend's-car-on-the-way-home poker. Eternal fame can be yours.

The blackjack family of games, which includes baccarat and chemin-de-fer, dates at least as far back as 1490 when baccarat was introduced to the French court of Charles VIII. War—the card game,

It says here that if you bite into a Certs with the lights off you can see a spark!



that is—is even older; Charles VI was cuckoo for it, which helps explain why he was known as Charles the Fool. Actually, Charles the Big Card-Slapping Baby is more like it.

And Then Commercialism Set In

Trading cards have their roots in an odd 19th century playing card custom. Before manufacturers started printing on both sides of cards, it was common to use the plain white backs as scratch paper. If you paid a visit to someone's house, for instance, and they weren't there, a servant would offer you a stack of cards on which to leave a note. Eventually people decided to stop wasting playing cards and instead had calling cards printed up with their names on them. Businesses started making similar cards, called trade cards (sort of like our modern business cards), and by the 1850s collectors were busy stuffing shoe boxes full of every trade card they could get their hands on. Sound familiar?

In the 1880s, tobacco companies started putting cardboard rectangles in cigarette packs to keep the packs from being crushed during shipping. Someone then hit on the idea of turning the cardboard into a promotional tool by putting a picture on one side and a cigarette ad on the other, making it into a collectible trade card. Early cigarette card series featured flags, birds, presidents, fruit and, of course, baseball players.

The first baseball cards were made in 1886 by an obscure New York company named Goodwin. Action photography didn't exist back then, so Goodwin had players go into a studio and pose in front of a backdrop, pretending to hit or throw a baseball dangling from the



A playing card from 15th-century France, the oldest ever found in Europe

ceiling on a string. As if they didn't feel stupid enough already, playing in those droopy, flannel long-john things.

Starting around 1908, candy companies started manufacturing cards aimed at kids, and when tobacco companies stopped producing cards in 1914 the candy folks took over completely.

The first "gum" cards came out in 1933, made by the Goudey Gum Company. Topps made its debut in 1951 and soon acquired the exclusive rights to sell baseball cards packaged with a confection. In 1963, Fleer tried to get around this by selling card packs labeled "Fleer Major League Baseball Cards With Cookie," except the "cookie" was really just a piece of gum, i.e., a confection. Topps was not amused and Fleer was ordered to stop.

Eighteen years later, in 1981, Fleer finally realized that it could get around Topps' monopoly by packaging its cards with something other than gum. And so the Fleer Major League Logo Sticker (with baseball cards) was born. Donruss followed suit, packaging its cards with a puzzle piece.

Increased competition led to a golden age for baseball cards in the mid- to late '80s. Markets prospered and prices on vintage cards shot through the roof. This golden age was best represented by a new company in the baseball card biz: Upper Deck, which joined the fray in 1989.

Upper Deck's cards were

printed on better stock than Topps', Fleer's or Donruss'. It also featured higher-resolution photos and holograms on the back to prevent counterfeiting. Soon, everyone was printing premium cards, with increasingly higher price tags. Packs of baseball cards that used to be 50-cent impulse buys were now \$4 investments.

In 1991, perhaps fed up with the paperwork needed to obtain the bank loans needed to buy cards, collectors collectively threw up their hands and said, "Oy gevalt! Enough!"

The baseball card market is currently in what economists call a down cycle. Or as sports fans might say, the market is currently lying low, waiting for the right moment to follow the lead of Michael Jordan and Magic Johnson and come out of retirement.

No, Please, No More Sports

Not everyone is crazy about sports cards, of course, and card manufacturers have always printed alternative sets. Some of the more famous ones have been *Mars Attacks*, *Wacky Packages*, *Garbage Pail Kids* and a little game called *Magic*.

That last product was designed by Richard Garfield and released by Wizards of the Coast in August 1993. The original print run, supposed to last six months, sold out in six weeks. The following year, TSR offered a collectible card game of its own, and in 1995, dozens of CCGs were released.

So that's pretty much the whole card story in a nutshell.

But it still leaves you wondering: What if cards hadn't caught on in that fateful harem? What if all the emperor's wives had taken up macramé instead, and cards had been replaced throughout history by wall hangings and potholders? Would anyone pay \$6,500 for a Napoleon Lajoie tea cosy?

If so, please contact Eric Black, care of Wizard Press. Hurry while supplies last!

Eric Black is a freelance writer living in Los Angeles. He also has a set of hand-knit Moxes for sale.

THE TAROT

If you've never seen tarot cards, you're missing out on one of the most surreal things humans have ever devised, second only to Lik-M-Ade & "Alf."

The tarot is a deck of 78 cards that in the right hands can supposedly help divine the future. Fifty-six of the cards look like standard playing cards, with four suits of 14 cards each. The modern names for the suits are wands, cups, swords and pentacles. The other 22 cards are known as the major arcana, and they are major bizarro.

The major arcana are sort of like a big set of jokers: They don't really have anything to do with the rest of the deck, they're just there to look cool. They have such names as The Fool, The Lovers, Temperance, The World and Death, and each has a picture to accompany the title.

The basic tarot images are standard from deck to deck, though each deck offers its own details and interpretations. Some of the pictures are downright creepy.

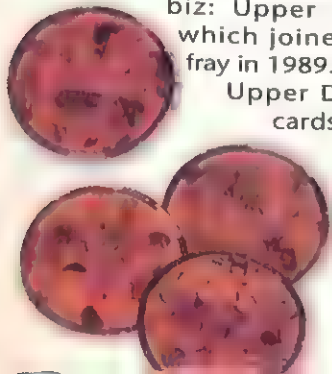
The Tower, for example, depicts a happy little smiley-face sun vomiting lightning on a tower that two men are falling out of face-first. The Hanged Man shows a blissful-looking man with a halo hanging by his foot from a tree. And strangest of all, The Wheel of Fortune depicts a contestant actually choosing the gift certificate instead of the prizes. (Okay, so I made that one up, but there really is a Wheel of Fortune card.)

While the earliest known tarot packs date back to 1392, occult legend claims the deck is much older than that. Supposedly, a group of high priests in ancient Egypt knew their kingdom was about to fall into the hands of barbarians and were afraid their libraries would be burned and their wisdom lost forever. So they encoded everything they knew into the tarot pictures and gave them to a passing gypsy, hoping their learning would be spread throughout the world in the guise of a common card game.

It's a cute story, but historians feel it's highly suspect. A more likely explanation is that the cards were created by a band of 12th century heretics called the Waldensians. The Waldensians were outlawed by the Catholic Church and forbidden to associate with other Christians. To continue to preach and make converts, then, they would have had to disguise their teaching aids as something innocuous, like a deck of cards. They may well have invented the tarot for this purpose, but no one really knows for sure.

So there you have it. The tarot: cards for people who feel Mind-stab Thrills just aren't weird enough.

—Eric Black



Hand-painted papier-mâché Indian cards from the 19th century

shows & conventions

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JUNE 21-23, SAN FRANCISCO

Khalisa Brain Games Productions presents **Manafest '96**, Cathedral Hill Hotel (for room bookings and directions call 800-622-0855), pre-register for Manafest before 5/15 to get the special \$20 three day pass. Send your name, address & phone # with a check or money order to: Khalisa Brain Games, P.O. Box 170436, San Francisco, CA 94117. Parents who attend with their paid child get 1/2 off the special rate. After 5/15, the four day pass is \$30. A single day pass is \$15 and is available at the door only on the day of the festival, call for show times. Manafest, North America's largest trading card convention, is three days of nonstop card gaming fun and excitement. Featuring over 25 different **MAGIC TOURNAMENTS**, over 20 other **NON-MAGIC TOURNAMENTS** (hosting Wizards of the Coast Professional Tournament qualifier round). 24 hour open gaming, free demos with free cards, a 4,000 sq. ft. exhibitors hall, special seminars and special guests! Over 20 different card manufacturers will demo their latest additions to the growing world of trading card games. Attendees can speak with the manufacturers directly with comments and questions about their games. Special guests include: Tom Wylie and Mark Rosewater of Wizards of the Coast, artist Randy Gallegos and many others. Other special events include the Quest for the Gems of Daan-ten, which is a weekend long "Bead" style tournament. The "Ante-Room," an ongoing sealed-deck tourney where you must play for ante, was the surprise hit of Manafest '95 and will be back again. Introducing this year, the "Tournament X" room, where a different rules variant tournament will be conducted every few hours. Come with your suitcase of cards to be prepared to create "unusual" decks of all sorts. There will also be a pairs tournament, an "under 15 year old" tourney and a 100 card or larger size deck tournament. For hotel accommodations, stay at the beautiful Cathedral Hill Hotel and pay a special Manafest price of only \$82 a night plus tax. Pay this special rate up to 3 days before or 3 days after Manafest. For more information about Manafest call the Hotline @ 415-985-5223 or check out our World Wide Web site @ <http://www.ibar.com/manafest>. E-mail can be addressed to magic@sirius.com.

GEORGIA

JUNE 20-23, ATLANTA

Dragon*Con '96, Atlanta Hilton and Towers, Westin Peachtree Plaza and the Atlanta Civic Center, 350 tables (sold out) and 120 exhibit booths (few remaining), \$45 for a 4 day pass (in advance), dealer hours: Thurs: 12Noon-6pm, Fri.-Sat: 10am-6pm, Sun.: 10am-5pm. Over 300 guests some include: Neil Gaiman, Gareb Shamus, Al Feldstein, Mark Hamill, John Kricfalusi, Kevin Smith, Dr. Timothy Leary, Bruce Sterling, R.U. Sirius, R.A. Salvatore, Patricia Kennealy, Larry Elmore, Clyde Caldwell and many more. Programming runs a full twenty-four hours on Thursday, Friday and Saturday with multiple musical performances each night (featuring GWAR, The Flash Girls, Glass Hammer). Gaming highlights include: \$1,000 AD&D 5-player team tournament, \$1,000 Starfleet Battles Tournament, 21 RPGA Events, 7 Living City Events (including five first-run tournaments), 2 Living Jungle Events, 1 Virtual Seattle Event, House of Thud, Living City Poker, World Crisis Role-Playing simulation, 3rd annual 4 day Super Battlech Tournament, complete Puffing Billy Tournament, *Magic: The Gathering* events officially sanctioned by the Wizards of the Coast Duelists' Convocation, Four Live role-playing events featuring Dark Confrontation and Liquid Dreams' Wraith and Mage, a room full of the latest computer games, with special demonstrations of the latest Origin Systems games from Richard "Lord British" Garriott. Contact: Dragon*Con @ 770-925-0115 or link to our World Wide Web site at <http://www.dsca.com/~dragoncon>.

ILLINOIS

JUNE 1-2, SPRINGFIELD

Card Con '96, Prairie Capital Convention Center, 1 Convention Center Plaza, pre-register by April 31 - \$15 and no entry fees, pre-register by May 20 - \$20 and no entry fees ("Sealed Deck tournament fees will be dependent on a combination of whether the person pre-registered and/or purchased their cards from the tournament coordinator). At door \$7/day plus applicable entry fee for each tournament, Sat: 9am-Midnight and Sun: 9am-6pm. Thousand in prizes and giveaways. Demonstrations, exhibitors, dealers, over twenty CCG tournaments (sanctioned and non-sanctioned), and comics. Portions of proceeds to benefit "Children's Miracle Network". Tournament highlights include: 4 *Magic: The Gathering* events, 2 *Star Wars*, *Marvel Overpower*, *Dixie*, *Star Trek: TNG*, *Red Zone*, *Top of the Order*, *Redemption*, *Gridiron*, *Shadowfist*, and more. Trophies and prizes will be given to the winners of each CCG tournament. In addition one person will be crowned Grand CCG winner. They will receive the grandest trophy of them all and at least \$500 in CCG related products. The Grand CCG winner is an honor based on participation and will be awarded to the person who accumulates the most points for their participation in various tournaments and demonstrations. For more info, send a SASE to: Lamont E. Gary, Event Coordinator, 209 Springcreek Drive, Springfield, IL 62702, 217-546-4756 or contact: Chris Martin @ 217-753-3916, Got 'Em City.

MASSACHUSETTS

MAY 18, BOSTON

Gray Matter, 57 Park Plaza Hotel, 200 Stuart Street, 617-482-1800, M:TG convention & tournament: GRAND PRIZE - \$1,000 in CASH or THE BIG TEN (5 Moxes, Black Lotus, Time Walk, Timetwister, Ancestral Recall and a Time Vault) over 15 tournaments throughout the day. Huge dealers area. Doors open 9am, \$14 in advance, \$17 at the door. Contact: Glen Friedman, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 212-633-1288, E-mail graymatter@expressways.com.

JUNE 15, BOSTON

Gray Matter, 57 Park Plaza Hotel, 200 Stuart Street, 617-482-1800, M:TG convention & tournament: GRAND PRIZE - \$1,000 in CASH or THE BIG TEN (5 Moxes, Black Lotus, Time Walk, Timetwister, Ancestral Recall and a Time Vault) over 15 tournaments throughout the day. Huge dealers area. Doors open 9am, \$14 in advance, \$17 at the door. Contact: Glen Friedman, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 212-633-1288, E-mail graymatter@expressways.com.

NEW JERSEY

MAY 25, EDISON

Gray Matter in New Jersey (formerly East Coast Magic), Raritan Inn, exit 10 off NJ Turnpike, M:TG tournament: GRAND PRIZE - \$1,000 in CASH, over 15 tournaments throughout the day. Big dealers area. Doors open 9am, \$12 in advance, \$15 at the door. Contact: Jim Pernicone, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 212-633-1288, E-mail graymatter@expressways.com.

JUNE 29, EDISON

Gray Matter in New Jersey (formerly East Coast Magic), Raritan Inn, exit 10 off NJ Turnpike, M:TG tournament: GRAND PRIZE - \$1,000 in CASH, over 15 tournaments throughout the day. Big dealers area. Doors open 9am, \$12 in advance, \$15 at the door. Contact: Jim Pernicone, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 212-633-1288, E-mail graymatter@expressways.com.

NEW YORK MAY 11-12, NEW YORK

Gray Matter presents the Magic: The Gathering Northeast Regional Championship, New Yorker Hotel, 34th Street & 8th Avenue, M:TG convention & tournament: GRAND PRIZE - \$5,000 in CASH PRIZES and 11 ENTRIES into the MAGIC: THE GATHERING NATIONALS CHAMPIONSHIP over 50 tournaments throughout the weekend. Huge dealers area. Doors open 9am, \$25 in advance, \$30 at the door. Contact: Glen Friedman, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 212-633-1288, E-mail info@nground.com.

JUNE 8, NEW YORK

Gray Matter in NYC (formerly NY Magic) New Yorker Hotel, 34th Street & 8th Avenue, M:TG convention & tournament: GRAND PRIZE - \$1,000 in CASH or THE BIG TEN (5 Moxes, Black Lotus, Time Walk, Timetwister, Ancestral Recall and a Time Vault) over 25 tournaments throughout the day. Huge dealers area. Doors open 9am, \$14 in advance, \$17 at the door. Contact: Glen Friedman, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 212-633-1288, E-mail graymatter@expressways.com.

JUNE 8, NEW YORK

Magic Tournament, St. Paul's the Apostle Church - Auditorium, 415 W. 59th Street, pre-registration \$12, \$15 at the door, (send money order to Georgina Nieves, Finest Collectors, Inc., P.O. Box 39, Bronx, NY 10471, 914-376-3499 until May 31st, 1996) doors open at 9am. Special events include: 8 cash prizes, grand prize \$1,000 cash,

2nd prize \$500, 3rd prize \$250, 4th prize \$100, 5th-6th prizes \$50, 7th-8th prize \$25. DEALERS WELCOME! Contact: Georgina Nieves @ 914-376-3499.

JUNE 15, LONG ISLAND

Gray Matter in Long Island (formerly NY Magic) Long Island Marriott, exit M4 off Meadowbrook Pkwy (next to Nassau Coliseum), M:TG convention & tournament: GRAND PRIZE - \$1,000 CASH or THE BIG TEN (5 Moxes, Black Lotus, Time Walk, Timetwister, Ancestral Recall and a Time Vault) over 15 tournaments throughout the day. Huge dealers area. Doors open 9am, \$14 in advance, \$17 at the door. Contact: Glen Friedman, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 212-633-1288, E-mail graymatter@expressways.com.

OHIO JUNE 1-2, CLEVELAND/RICHFIELD

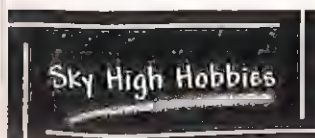
Promotions Unlimited Presents Cleveland/Richfield Comic Book & Non-sportscard Convention, Richfield Holiday Inn, Rt. 21 & Ohio Turnpike exit 11 or 177 & Brecksville Rd. exit 145, 70' x 6' x 33" tables @ \$90 for 1, \$170 for 2, \$240 for 3, \$300 for 4 (prices are for both days), \$5 admission or \$8 for both days, children 6 and under are free, Saturday: 10am-5pm, Sunday 10am-4pm, promotional material to be given away, drawings to be held both days, Magic Card tournament held both days, hosted by: "Big Buddha's Comics," for Magic information & pre-registration contact: Jeff or Jason @ 216-896-3635. Guests include: Buzz (Vampirella - artist, inker, penciller), Martin Ege-land (Aquaman - penciller, DC comics), Susan Van Camp (Magic card artist & designer of the new game: "Dragon Strom"), Robert A. Kraus (creator of "Chakan the Forever Man", The Executioner, also president of: Rak Graphics), Barry Linck (creator of: Phineas, Magician for Hire - artist, writer, animator, also a strip called "GIL The Walking Dead, self publisher: Piffle Productions, developing a role playing game called "Backwaters of Mysticism"), other guests and activities will be announced as they are confirmed, for convention information contact: Promotions Unlimited - Steve Weimer @ 216-650-4039 or E-mail @ debbie5@ix.netcom.com or FAX to 216-650-4039.



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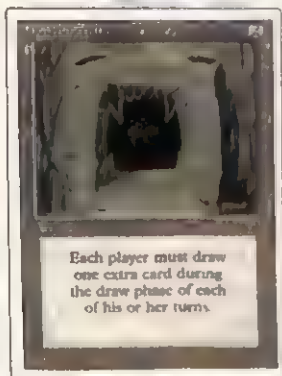
Tracking trends in the card game market

ANTICIPATING ALLIANCES' ARRIVAL

By Dan Albaugh



■ Pyrokinesis, one of the *Alliances* cards that will be coming in June.



■ Howling Mine, one of *Magic's* most requested cards, is still climbing in the \$6-\$10 range.

Perhaps it's a bit early to make a judgment, but hobby retailers are expressing disappointment that the upcoming launch of *Magic: The Gathering's* *Alliances* expansion isn't generating the excitement accompanying earlier releases. The ninth *Magic* expansion set will consist of 140 cards and is slated for an early June release. Twelve-card booster packs will have a suggested retail price of \$2.45.

Jim Eisert, owner of Castle Archon in Erie, Pa., has spent nearly \$600 on 20 television commercial spots hoping to presell boxes of *Alliances* at an attractive discount. Says Eisert, "The commercials are running on our local Fox station during 'The Simpsons,' which is seen every weeknight at 7 o'clock. So far, I've presold two boxes. I'm not overly disappointed because my store is still getting exposure. I've come to accept the fact that the area I live in is not *Magic*-intensive any longer."

Scott Olman, who owns Pegasus Games in Madison, Wis., offers these thoughts on *Alliances*. "Yes, we have had inquiries by customers but there doesn't seem to be any sense of urgency to preorder. Most gamers are assuming packs of *Alliances* will be readily available, so they're taking a wait-and-see approach."

"I'm hoping *Alliances* will revitalize a sluggish *Magic* market," offers Mark Welch of Cornic Cubicle in Williamsburg, Va. "The gamers in my shop are hoping *Alliances* will contain some really novel cards and not seem as if the cards are just rehashes of earlier cards."

What's Hot in *Magic*?

In an attempt to gather pricing input, store owners across the country are faithfully sent an *InQuest* retailer survey each month. Sure, the postage costs are outrageous but, heck, our readers deserve the best possible price guide.

Besides helping us price cards, retailers are also asked to list their 10 best-selling or most-requested *Magic* cards. As you can well imagine, lists of this nature contain dozens of different cards. But three cards just keep appearing on the Top 10 lists: Howling Mine, Millstone and Strip Mine. Fourth Edition versions of Millstone and Strip Mine can be found in the \$3-\$5 range while Howling Mine is a bit more at \$6-\$10.

Eric Jacobson, manager of Dreamscape Comics in Bethlehem, Pa., reports that his store is con-

stantly selling and re-stocking those three popular cards. Says Jacobson, "I have all three in my own Type II deck and they're very complementary. Howling Mine is a great card in that it speeds up the game. In some types of decks it's tough to get rid of certain cards such as enchantments and artifacts and that's where Millstone comes in handy. Strip Mine takes away all of the annoying lands and can limit an opponent's mana early in the game."

More In-Store Tournaments

In an effort to create interest and boost sales, more shop owners are hosting in-store *Magic* tournaments. "Our first tournament is coming up soon," relates Barry Branvold of Grand Forks, N.D. "I expect about 50 of my customers to sign up. I'm giving store gift certificates as prizes, and I'm hoping everyone has fun."

Branvold also wants the tournament to generate sales. "If gamers get beat by a particular card, there's a good chance they'll want to buy that card immediately and add it to their deck."

(See "InQuest News" on page 13 for more information on new Wizards of the Coast-related tournament activities.)

Top 5 Hottest CCGs

1. *Magic: The Gathering* (WotC)

Thanks to the cooling off of *Star Wars*, *Magic* regains the No. 1 slot: The impending release of *Alliances* has generated some collector excitement.

2. *Star Wars* (Decipher)

The game has cooled slightly, although the key character cards remain at lofty prices. In some instances, interest has waned because dealers have sold out.

3. *Middle-earth: The Wizards* (I.C.E.)

Middle-earth continues to hold its own in the middle of the Top 5 pack. Most retailers have been pleasantly surprised with this CCG's success.

4. *Shadowfist* (Daedalus)

The release of the *Neiherworld* expansion set has renewed interest in this popular CCG.

5. *OverPower* (Fleer)

Mission Critical, the latest expansion for *OverPower*, has collectors and gamers searching for the newest hero cards.

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Camouflage
Chaos Orb
Consecrate Lands
Copper Tablet
Dwarven Demolition Team
False Order
Forcefield
Gauntlet of Might
Ice Storm
Icy Manipulator
Illusionary Mask
Invisibility
Iron Claw Orcs
Jade Statue
Lich
Moxes
Natural Selection
Psionic Blast
Raging River
Sinkhole
Twiddle
Two Headed Giant
Timetwister
Time Vault
Time Walk
Word of Command

Arabian Nights Singles

Ali from Cairo
Bazaar of Baghdad
Diamond Valley
Drop of Honey
Elephant Graveyard
Erhnam Djinn
Guardian Beast
Island of Wak Wak
Jihad
Juzam Djinn
Old Man of the Sea
Pyramids
Ring of Maruf
Shahrazad
Singing Tree

Antiquities Singles

Argivian Archaeologist
Ashnod's Transmogrant
Candelabra of Tawnos
Mishra's Workshop
Urza's Avenger

Legends Singles

Acid Rain
All Hallow's Eve
Dakkon Blackblade
Eureka
Firestorm Phoenix
Gravity Sphere
Living Plane
Master of the Hunt
Mirror Universe
Moat
Nether Void
Recall
Reverberation
Sword of the Ages
The Abyss
Underworld Dreams

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TOYS-PREMIUM RINGS-CHARACTER WATCHES**

Magic, The Gathering is a trademark of Wizards of the Coast. Wizards of the Coast is a registered trademark. Star Wars is a registered trademark of Lucasfilm Ltd.

Price Guide Contributors

BLOOD WARS		
Full Set (334 cards)	\$275.00	350.00
Starline Deck (50 cards)	8.00	10.00
Starline Box (10 deck decks)	75.00	100.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00
Assassination Plot	5.00	8.00
Chaos Beast	4.00	6.00
Land of Pain	25.00	35.00
Strife Members of Odin	4.00	6.00
Thorned	5.00	8.00

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INQUEST

price guide

ALPHA LIMITED

WIZARDS OF THE COAST, 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards)	\$2,800.00	\$3,700.00
Starter Deck (60 cards)	200.00	250.00
Starter Box (10 decks)	1,900.00	2,500.00
Booster Pack (15 cards)	90.00	110.00
Booster Box (36 packs)	3,200.00	3,700.00

Name	Low	High
● Air Elemental	2.00	4.00
★ Ancestral Recall	70.00	110.00
● Animate Artifact	1.25	2.00
● Animate Dead	1.25	2.00
★ Animate Wall	5.00	8.00
★ Ank of Mishra	8.00	10.00
★ Armageddon	8.00	12.00
★ Aspect of Wolf	8.00	12.00
★ Bad Moon	8.00	12.00
★ Badlands	20.00	30.00
☆ Balance	7.00	10.00
● Basilisk	2.50	4.00
★ Bayou	20.00	30.00
□ Banalish Hero	50	1.25
● Berserk	30.00	55.00
★ Birds of Paradise	12.00	15.00
● Black Knight	2.50	4.00
★ Black Lotus	225.00	325.00
● Black Vise	2.50	4.00
○ Black Ward	1.25	2.00
☆ Blaze of Glory	40.00	60.00
★ Blessing	8.00	10.00
■ Blue Elemental Blast	50	1.25
○ Blue Ward	1.25	2.00
● Bog Witch	2.00	3.50
★ Brogueysse	18.00	25.00
● Burrowing	1.25	2.00
● Camouflage	12.00	20.00
○ Castle	2.50	4.00
● Celestial Prism	1.25	2.00
● Channel	1.25	2.00
★ Chaos Orb	85.00	110.00
★ Choseface	4.00	7.00
□ Circle of Protection: Blue	50	1.25
□ Circle of Protection: Green	50	1.25
□ Circle of Protection: Red	50	1.25
□ Circle of Protection: White	50	1.25
★ Clockwork Beast	7.00	10.00
● Clone	12.00	20.00
★ Cockatrice	12.00	18.00
○ Consecrate Land	15.00	20.00
● Conservator	1.25	2.00
★ Contract from Below	7.00	10.00
● Control Magic	3.00	5.00
○ Conversion	2.50	4.00
● Copper Tablet	10.00	15.00
★ Copy Artifact	12.00	18.00
● Counterspell	4.00	6.00
■ Craw Worm	50	1.25
■ Creature Bond	50	1.25
☆ Crusade	8.00	12.00
● Crystal Rod	1.50	2.50
● Cursed Land	1.25	2.00
★ Cyclopean Tomb	90.00	125.00
■ Dark Ritual	50	1.25
★ Darkpact	6.00	10.00
↓ Death Ward	50	1.25
● Deathtrap	1.25	2.00
★ Deathlace	4.00	6.00
★ Demonic Attorney	8.00	12.00
★ Demonic Hordes	20.00	30.00
★ Demonic Tutor	10.00	15.00
● Dingus Egg	8.00	15.00
↓ Disenchant	50	1.25
■ Disintegrate	50	1.25
★ Disrupting Scepter	6.00	10.00
● Dragon Whelp	3.00	5.00
● Drain Life	50	1.25
★ Drain Power	8.00	12.00
■ Drudge Skeletons	50	1.25
★ Dravon Demolition Team	15.00	20.00
■ Dravon Warriors	50	1.25
● Earth Elemental	2.50	4.00

■ Earthbind	1.50	2.50
★ Earthquake	8.00	12.00
★ Earth Archers	6.00	10.00
● Evil Presence	1.25	2.00
■ False Orders	6.00	8.00
★ Farmstead	10.00	15.00
★ Fastbond	12.00	15.00
■ Fear	50	1.25
● Feedback	1.50	2.50
● Fire Elemental	2.50	4.00
■ Fireball	50	1.25
■ Firebreathing	50	1.25
● Flashfins	1.25	2.00
● Flight	50	1.25
■ Fog	50	1.25
★ Force of Nature	18.00	25.00
★ Forcefield	100.00	150.00



TOP TEN HOTTEST CARDS

10) Forbidden Lore

Though Fourth Edition didn't bring back Legendary lands, *Ice Age* gave us something else: Forbidden Lore. Similar to Pendelhaven's +1/+2 to any 1/1, the Lore gives +2/+1 to any creature! Green's speed takes care of its G2 casting cost, giving tournament weenies everywhere a reason to smile.

■ Forest	35	75
★ Fork	35.00	45.00
■ Frozen Shade	50	1.25
★ Fungusaur	8.00	12.00
★ Gaea's Liege	15.00	20.00
★ Gauntlet of Might	100.00	150.00
■ Giant Growth	50	1.25
■ Giant Spider	50	1.25
● Glasses of Urza	1.25	2.00
● Gloom	1.25	2.00
● Goblin Balloon Brigade	1.25	2.00
★ Goblin King	15.00	20.00
★ Granite Gargoyle	18.00	25.00
★ Gray Ogre	50	1.25
○ Green Ward	1.25	2.00
○ Guardian Angel	1.50	2.50
■ Grizzly Bears	50	1.25
○ Healing Wave	50	1.25
★ Helm of Chutzak	6.00	10.00
■ Hill Giant	50	1.25
★ Hive, The	8.00	12.00
□ Holy Armor	50	1.25
□ Holy Strength	50	1.25
★ Howl from Beyond	50	1.25
★ Howling Mine	10.00	15.00
■ Hurlian Minotaur	1.25	2.00
● Hurricane	3.50	5.00
● Icy Maniculator	18.00	25.00
★ Illusionary Mask	35.00	60.00
■ Illusory Energy	1.25	2.00
● Invisibility	8.00	15.00
● Iron Star	1.25	2.00
● Ironclad Orcs	1.25	2.00
■ Ironroot Trollfolk	50	1.25
■ Island Dark Blue Sky	60	1.00

■ Island	35	75
★ Island Sanctuary	7.00	10.00
● Ivory Cup	1.25	2.00
★ Jade Monolith	4.00	6.00
● Jade Statue	18.00	25.00
★ Joramee Tome	6.00	10.00
★ Juggernaut	9.00	12.00
■ Jump	50	1.25
○ Karma	1.25	2.00
● Keldon Warlord	3.50	5.00
★ Komus Bell	4.00	7.00
★ Kudzu	10.00	15.00
○ Lance	2.50	4.00
● Lay Driid	1.25	2.00
● Library of Leng	1.25	2.00
★ Lich	60.00	80.00
● Lifeforce	1.25	2.00
★ Lifelace	4.00	6.00
● Lifetop	1.25	2.00
■ Lightning Bolt	50	1.25
★ Living Artifact	7.00	10.00
★ Living Lands	6.00	10.00
● Living Wall	3.00	5.00
■ Manowar Elves	50	1.25
★ Lord of Atlantis	12.00	18.00
★ Lord of the Pit	15.00	20.00
● Lure	1.25	2.00
★ Magical Hack	10.00	15.00
★ Mahomah Djinn	12.00	18.00
★ Mana Flare	8.00	12.00
★ Mana Short	6.00	10.00
★ Mana Vault	6.00	10.00
★ Manabars	6.00	10.00
★ Meekstone	7.00	10.00
■ Merfolk of the Pearl Trident	50	1.25
□ Mesa Pegasus	50	1.25
★ Mind Twist	10.00	15.00
★ Morn's Goblin Riders	50	1.25
■ Mountain	35	75
★ Max Emerald	140.00	200.00
★ Max Jet	140.00	200.00
★ Max Pearl	140.00	200.00
★ Max Ruby	140.00	200.00
★ Max Sapphire	140.00	200.00
★ Natural Selection	40.00	55.00
★ Nether Shadow	7.00	10.00
★ Netting Imp	6.00	10.00
★ Nevynar's Disk	8.00	15.00
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★ Northern Paladin	15.00	20.00
● Obscurus Golem	1.25	2.00
● Orcus Artillery	2.50	4.00
● Orish Oniflame	10.00	20.00
■ Paralyze	50	1.25
□ Peaked Unicorn	50	1.25
★ Personal Incarnation	10.00	15.00
★ Pestilence	50	1.25
● Phantasmal Forces	1.25	2.00
● Phantasmal Terrain	50	1.25
● Phantom Monster	1.25	2.00
★ Pirate Ship	7.00	12.00
■ Plague Rats	50	1.25
■ Plains	35	75
★ Plateau	20.00	30.00
● Power Leak	50	1.25
■ Power Sink	50	1.25
★ Power Surge	7.00	10.00
■ Pradgal Sorcerer	50	1.25
● Psychic Beast	18.00	25.00
● Psychic Venom	50	1.25
★ Purepact	4.00	6.00
★ Raging River	50.00	70.00
■ Raise Dead	50	1.25
■ Red Elemental Blast	50	1.25
○ Red Ward	1.25	2.00
● Regeneration	50	1.25
● Regrowth	7.00	12.00
○ Restoration	3.50	5.00
○ Reverse Damage	10.00	15.00
○ Righteousness	10.00	15.00
★ Rot of Kher Ridges	12.00	18.00
★ Rock Hydra	25.00	35.00
★ Rod of Ruin	3.25	2.00
★ Royal Assessor	25.00	35.00
● Sacrifice	2.50	4.00
★ Sante Handler	50	1.25
★ Savannah	20.00	30.00
● Savannah Lions	7.00	10.00
● Scathe Zombies	50	1.25
● Seething Chaos	1.25	2.00
■ Seismic	20.00	30.00
● Seize Spores	50	1.25
■ Serpentine	50	1.25
★ Sledge Trail	15.00	20.00

● Sengir Vampire	7.00	10.00
○ Serra Angel	10.00	15.00
■ Shanodin Dryads	50	1.25
★ Shatter	50	1.25
★ Shivan Dragon	30.00	40.00
● Simulacrum	1.25	2.00
● Sinkhole	10.00	18.00
● Siren's Call	2.00	3.50
★ Slight of Mind	7.00	10.00
★ Smoke	6.00	10.00
● Sol Ring	10.00	15.00
● Soul Net	1.25	2.00
■ Spell Blast	50	1.25
★ Stasis	6.00	10.00
● Steel Artifact	1.25	2.00
● Stone Giant	1.25	2.00
● Stone Rain	50	1.25
● Strone of Life	50	1.25
★ Sunglasses of Urza	8.00	12.00
■ Swamp	35	75
○ Swords to Plowshares	2.00	3.50
★ Tago	20.00	30.00
■ Terror	50	1.25
● Thicker Basilisk	3.00	5.00
★ Thoughtlace	4.00	6.00
● Throne of Bone	1.25	2.00
★ Timber Wolves	6.00	10.00
★ Time Vault	60.00	80.00
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★ Timecaster	90.00	120.00
■ Tranquility	50	1.25
★ Tropical Island	20.00	30.00
● Tsunami	1.25	2.00
★ Tundra	20.00	30.00
● Tunnel	1.25	2.00
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■ Unsummon	50	1.25
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● Wall of Brambles	1.25	2.00
● Wall of Fire	1.25	2.00
● Wall of Ice	1.25	2.00
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○ Wall of Swords	2.50	4.00
● Wall of Water	1.25	2.00
■ Wall of Wood	50	1.25
● Wanderlust	1.25	2.00
■ War Mammoth	50	1.25
★ Warp Artifact	6.00	10.00
● Water Elemental	2.50	4.00
■ Weakness	50	1.25
★ Web	6.00	10.00
★ Wheel of Fortune	12.00	20.00
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○ White Wizard	1.25	2.00
■ Wild Growth	50	1.25
★ Will-O'-The-Wisp	10.00	15.00
● Winter Orb	6.00	10.00
● Wooden Sphere	1.25	2.00
★ Word of Command	60.00	80.00
★ Wrath of God	8.00	12.00
★ Zombie Master	10.00	15.00

BETA LIMITED

WIZARDS OF THE COAST, 1993

Beta cards have rounded corners and are black bordered

Full Set (300 cards)	\$2,100.00	2,600.00
Starter Deck (60 cards)	150.00	175.00
Starter Box (10 decks)	1,400.00	1,750.00
Booster Pack (15 cards)	60.00	85.00
Booster Box (36 packs)	2,300.00	2,800.00

Name	Low	High
● Air Elemental	1.50	3.00
★ Ancestral Recall	50.00	80.00
● Animate Artifact	1.00	1.75
● Animate Dead	1.00	1.75
★ Animate Wall	3.50	5.00
★ Ank of Mishra	5.00	8.00
★ Armageddon	6.00	10.00
★ Aspect of Wolf	7.00	10.00
★ Bad Moon	7.00	10.00
★ Badlands	15.00	25.00
★ Balance	5.00	8.00
● Basilisk	2.00	3.50



price guide

★ Bayou	15.00	25.00
★ Benalish Hero	50	1.00
★ Berserk	25.00	45.00
★ Birds of Paradise	10.00	15.00
★ Black Knight	2.00	3.50
★ Black Lotus	175.00	225.00
★ Black Vise	2.00	3.50
○ Black Ward	1.00	1.75
★ Blaze of Glory	30.00	50.00
★ Blessing	7.00	10.00
★ Blue Elemental Blast	50	1.00
○ Blue Ward	1.00	1.75
★ Bog Wraith	1.50	3.00
★ Braingeyser	15.00	20.00
★ Burrowing	1.00	1.75
★ Camouflage	10.00	18.00
○ Castle	2.00	3.50
★ Celestial Prism	1.00	1.75
★ Channel	1.00	1.75
★ Chaos Orb	75.00	100.00
★ Chaoskane	3.00	5.00
○ Circle of Protection: Black	50	1.00
○ Circle of Protection: Blue	50	1.00
○ Circle of Protection: Green	50	1.00
○ Circle of Protection: Red	50	1.00
○ Circle of Protection: White	50	1.00
★ Clockwork Beast	5.00	8.00
★ Clone	10.00	15.00
★ Cockatrice	10.00	15.00
○ Consecrate Land	15.00	15.00
★ Conservator	1.00	1.75
★ Contract from Below	6.00	10.00
○ Control Magic	2.50	4.00
○ Conversion	2.00	3.50
★ Copper Tablet	8.00	12.00
★ Copy Artifact	10.00	15.00
★ Counterspell	3.00	5.00
★ Crow Worm	50	1.00
★ Creature Bond	50	1.00
★ Crusade	7.00	10.00
★ Crystal Rod	1.00	1.75
★ Cursed Land	1.00	1.75
★ Cyclopean Tomb	65.00	95.00
★ Dark Ritual	50	1.00
★ Darkport	5.00	8.00
○ Death Ward	50	1.00
★ Deathmoss	1.00	1.75
★ Deathmoss	3.00	4.00
★ Demonic Attorney	7.00	10.00
★ Demonic Hordes	8.00	12.00
★ Demonic Tutor	6.00	10.00
★ Dring Egg	8.00	12.00
○ Disenchant	50	1.00
★ Disintegrate	50	1.00
★ Disrupting Scepter	5.00	8.00
★ Dragon-Whip	2.00	3.50
★ Dream Life	50	1.00
★ Dream Power	6.00	10.00
★ Drudge Skeletons	50	1.00
★ Dwarven Damphorn Team	12.00	18.00
★ Dwarven Warriors	50	1.00
★ Earth Elemental	2.00	3.50
★ Earthbind	1.25	2.00
★ Earthquake	6.00	10.00
★ Elvish Archers	4.00	6.00
★ Evil Presence	1.00	1.75
★ False Orders	4.00	6.00
★ Farmstead	8.00	12.00
★ Fastbond	10.00	15.00
★ Fear	50	1.00
★ Feedback	1.00	1.75
★ Fire Elemental	2.00	3.50
★ Fireball	50	1.00
★ Firebreathing	50	1.00
★ Flarefins	50	1.00
★ Flight	50	1.00
★ Fog	50	1.00
★ Force of Nature	15.00	20.00
★ Forcefield	80.00	125.00
★ Forest	20	40
★ Fork	30.00	40.00
★ Frozen Shade	50	1.00
★ Fungusaur	5.00	8.00
★ Gaea's Legacy	1.25	2.00

★ Gargantuan	80.00	125.00
★ Giant Growth	50	1.00
★ Giant Spider	50	1.00
★ Glasses of Urza	1.00	1.75
★ Gloom	1.00	1.75
★ Goblin Balloon Brigade	1.00	1.75
★ Goblin King	12.00	18.00
★ Granite Gargoyle	15.00	20.00
★ Gray Ogre	50	1.00
★ Green Ward	1.00	1.75
★ Grizzly Bears	50	1.00
★ Guardian Angel	1.25	2.00
★ Healing Salve	50	1.00
★ Helm of Chortruk	5.00	8.00
★ Hill Giant	50	1.00
★ Hive, The	7.00	10.00
★ Holy Armor	50	1.00
★ Holy Strength	50	1.00
★ Howling Mine	50	1.00
★ Hymn of the Gods	9.00	15.00
★ Hurricane	1.00	1.75
★ Hypnotic Specter	2.00	3.50
★ Ice Storm	15.00	20.00
★ Ice Wall	25.00	45.00
★ Illusionary Mask	50.00	65.00
★ Imp's Energy	1.00	1.75
★ Invisibility	8.00	12.00
★ Iron Star	1.00	1.75
★ Island	1.00	1.75
★ Island (Dark Blue Sky)	30	60
★ Island	20	40
★ Island Sanctuary	6.00	10.00
★ Ivory Cup	50	1.00
★ Jade Monolith	3.00	5.00
★ Jade Statue	15.00	20.00
★ Javelin of the Gods	5.00	8.00
★ Juggernaut	7.00	10.00
★ Jump	50	1.00
★ Karma	1.50	2.50
★ Keldon Warlord	2.50	4.00
★ Kormus Bell	3.00	5.00
★ Kudzu	8.00	12.00
★ Lance	2.00	3.00
★ Lay Dred	1.00	1.75
★ Library of Leng	1.00	1.75
★ Lich	50.00	70.00
★ Lifeforce	1.00	1.75
★ Lifelock	3.00	4.00
★ Lifetap	1.00	1.75
★ Lightning Bolt	50	1.00
★ Living Artifact	6.00	10.00
★ Living Lands	4.00	6.00
★ Living Wall	2.50	4.00
★ Living Eyes	50	1.00
★ Lord of Atlantis	10.00	15.00
★ Lord of the Pit	12.00	18.00
★ Lure	1.00	1.75
★ Magical Mark	8.00	12.00
★ Mahamoti Dym	10.00	15.00
★ Manabats	4.00	6.00
★ Mana Flare	7.00	10.00
★ Mana Short	4.00	6.00
★ Mana Vault	4.00	6.00
★ Meekstone	5.00	8.00
★ Merfolk of the Pearl Trident	50	1.00
★ Mesa Pegasus	50	1.00
★ Mind Twist	8.00	12.00
★ Mists of Goblins	50	1.00
★ Mox Pearl	120.00	160.00
★ Mox Ruby	120.00	160.00
★ Mox Sapphire	120.00	160.00
★ Natural Selection	30.00	40.00
★ Nether Shadow	6.00	10.00
★ Netting Imp	4.00	7.00
★ Nevyn's Desk	7.00	12.00
★ Nightmare	18.00	25.00
★ Northern Paladin	12.00	18.00
★ Obsidian Golem	1.00	1.75
★ Orcish Artillery	2.00	3.00
★ Orcish Oniflame	3.00	4.00
★ Paralyze	50	1.00
★ Pearl Unicorn	50	1.00
★ Personal Incantation	8.00	12.00
★ Pestilence	50	1.00
★ Phantasmal Forces	1.00	1.75
★ Phantasmal Terrain	50	1.00
★ Phantom Monster	1.00	1.75
★ Pirate Ship	5.00	8.00
★ Plague Rats	50	1.00

★ Plains	20	40
★ Plateau	15.00	25.00
★ Power Leak	50	1.00
★ Power Sink	50	1.00
★ Power Surge	6.00	10.00
★ Primal Surge	50	1.00
★ Psychic Blast	15.00	20.00
★ Psychic Venom	50	1.00
★ Purelace	3.00	4.00
★ Raging River	45.00	60.00
★ Raise Dead	50	1.00
★ Red Elemental Blast	50	1.00
★ Red Ward	1.00	1.75
★ Regeneration	50	1.00

TOP TEN HOTTEST CARDS
9) Karplusan Yeti

Here's a surprise. Or maybe not. *Legends* Tracker was only a 2/2 critter that could tap (along with two green) to do damage equal to its power to a critter, but the Yeti stands 3/3 with an activation cost of just tapping. He's *barrier* too.

★ Regrowth	6.00	10.00
○ Resurrection	3.00	4.00
★ Reverse Damage	8.00	12.00
★ Righteousness	8.00	12.00
★ Roc of Kher Ridges	10.00	15.00
★ Rock Hydra	20.00	30.00
★ Rod of Ruin	1.00	1.75
★ Royal Assassin	20.00	30.00
★ Sacrifice	2.00	3.50
★ Samite Healer	50	1.00
★ Savannah	15.00	25.00
★ Savannah Lions	5.00	8.00
★ Scathe Zombies	50	1.00
★ Scavenging Ghoul	1.00	1.75
★ Scrubland	15.00	25.00
★ Scryb Spates	50	1.00
★ Sea Serpent	50	1.00
★ Sedge Troll	12.00	15.00
★ Sengir Vampire	5.00	8.00
★ Serra Angel	8.00	12.00
★ Shandalar Dryads	50	1.00
★ Shatter	50	1.00
★ Shivan Dragon	25.00	35.00
★ Simulacrum	1.00	1.75
★ Sinkhole	10.00	15.00
★ Siren's Call	1.50	3.00
★ Slight of Mind	5.00	8.00
★ Smoke	4.00	6.00
★ Sol Ring	8.00	10.00
★ Soul Net	1.00	1.75
★ Spell Blast	50	1.00
★ Stasis	5.00	8.00
★ Steel Artifact	1.00	1.75
★ Stone Giant	1.00	1.75
★ Stone Rain	50	1.00
★ Stream of Life	50	1.00
★ Sunghlasses of Urza	5.00	8.00
★ Swamp	20	40
○ Swords to Plowshares	1.50	3.00
★ Taiga	15.00	25.00
★ Terror	50	1.00
★ Thicket Basilisk	2.50	4.00
★ Thoughtknot	3.00	4.00
★ Throne of Bone	1.00	1.75
★ Timber Wolves	5.00	8.00
★ Time Vault	55.00	65.00
★ Time Walk	100.00	160.00
★ Timewalker	75.00	100.00
★ Tranquility	50	1.00
★ Tropical Island	15.00	25.00
★ Tsunami	1.00	1.75

★ Tundra	15.00	25.00
★ Tunnel	1.00	1.75
★ Twiddle	2.50	4.00
★ Two-Headed Giant of Forays	45.00	60.00
★ Underground Sea	15.00	25.00
★ Unholy Strength	50	1.00
★ Unsummon	50	1.00
★ Uttered Troll	3.00	4.00
★ Verduran Enchantress	6.00	10.00
★ Vesuvan Doppelganger	25.00	35.00
★ Veteran Bodyguard	12.00	20.00
★ Volcanic Eruption	6.00	10.00
★ Volcanic Island	15.00	30.00
★ Wall of Air	1.00	1.75
★ Wall of Bone	1.00	1.75
★ Wall of Brambles	1.00	1.75
★ Wall of Fire	1.00	1.75
★ Wall of Ice	1.00	1.75
★ Wall of Stone	1.00	1.75
○ Wall of Swords	2.00	3.50
★ Wall of Water	1.00	1.75
★ Wall of Wood	50	1.00
★ Wanderlust	1.00	1.75
★ War Mammoth	50	1.00
★ Warp Artifact	5.00	8.00
★ Water Elemental	2.00	3.50
★ Weakness	50	1.00
★ Web	5.00	8.00
★ Wheel of Fortune	10.00	18.00
○ White Knight	3.00	4.00
○ White Ward	1.00	1.75
★ Wild Growth	50	1.00
★ Will-O'-The-Wisp	8.00	12.00
★ Winter Orb	5.00	8.00
★ Wooden Sphere	1.00	1.75
★ Word of Command	40.00	65.00
★ Wrath of God	7.00	10.00
★ Zombie Master	8.00	12.00

UNLIMITED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered but otherwise identical to Beta cards

Full Set (302 cards)	\$1,400.00	1,800.00
Starter Deck (60 cards)	125.00	150.00
Starter Box (10 decks)	1,200.00	1,500.00
Booster Pack (15 cards)	45.00	60.00
Booster Box (36 packs)	1,600.00	2,000.00

Name	Low	High
★ Air Elemental	1.25	2.50
★ Ancestral Recall	35.00	55.00
★ Animate Artifact	1.00	1.75
★ Animate Dead	1.00	1.75
★ Animate Wall	3.00	4.00
★ Ank of Mishra	4.00	6.00
★ Armageddon	5.00	8.00
★ Aspect of Wolf	5.00	8.00
★ Bad Moon	5.00	8.00
★ Badlands	12.00	20.00
★ Balance	4.00	6.00
★ Basic Island	1.50	3.00
★ Bayou	12.00	20.00
★ Benalish Hero	50	1.00
★ Berserk	18.00	35.00
★ Birds of Paradise	8.00	12.00
★ Black Knight	2.00	3.00
★ Black Lotus	160.00	180.00
★ Black Vise	1.50	3.00
○ Black Ward	1.00	1.75
★ Blaze of Glory	25.00	40.00
★ Blessing	4.00	6.00
★ Blue Elemental Blast	50	1.00
○ Blue Ward	1.00	1.75
★ Bog Wraith	1.25	2.50
★ Braingeyser	12.00	18.00
★ Burrowing	1.00	1.75
★ Camouflage	9.00	15.00
○ Castle	2.00	3.00
★ Celestial Prism	1.00	1.75
★ Channel	50	1.00
★ Chaos Orb	50.00	75.00
★ Chaoskane	2.50	4.00
○ Circle of Protection: Black	50	1.00
○ Circle of Protection: Blue	50	1.00
○ Circle of Protection: Green	50	1.00
○ Circle of Protection: Red	50	1.00
○ Circle of Protection: White	50	1.00
★ Clockwork Beast	4.00	6.00
★ Clone	9.00	15.00
★ Cockatrice	8.00	12.00
○ Consecrate Land	9.00	15.00
★ Conservator	1.00	1.75
★ Contract from Below	5.00	8.00

Control Magic	2.00	3.00
Conversion	2.50	3.50
Copper Tablet	7.00	10.00
Copy Artifact	8.00	12.00
Counterspell	2.00	4.00
Crow Wurm	50	1.00
Creature Bond	50	1.00
Crusade	5.00	8.00
Crystal Rod	1.00	1.75
Cursed Land	1.00	1.75
Cyclopean Tomb	40.00	70.00
Dark Ritual	50	1.00
Darkpact	4.00	6.00
Death Ward	50	1.00
Deathgrip	1.00	1.75
Deathlace	2.50	3.50
Demonic Attorney	5.00	8.00
Demonic Hordes	15.00	20.00
Demonic Tutor	8.00	12.00
Dingus Egg	6.00	10.00
Disenchant	50	1.00
Disintegrate	50	1.00
Disrupting Scepter	4.00	6.00
Dragon Whelp	1.50	3.00
Drain Life	50	1.00
Drain Power	5.00	8.00
Drudge Skeletons	50	1.00
Dwarven Demolition Team	10.00	15.00
Dwarven Warriors	50	1.00
Earth Elemental	1.50	3.00
Earthbode	1.00	1.75
Earthquake	4.00	6.00
Elish Archers	3.50	5.00
Evil Presence	1.00	1.75
False Orders	3.00	5.00
Farmstead	6.00	10.00
Fashband	8.00	12.00
Fear	50	1.00
Feedback	1.00	1.75
Fire Elemental	1.50	3.00
Fireball	50	1.00
Firebreathing	50	1.00
Flashfires	1.00	1.75
Flight	50	1.00
Fog	50	1.00
Force of Nature	10.00	15.00
Forcefield	55.00	90.00
Forest	10	25
Fork	25.00	30.00
Frozen Shade	50	1.00
Fungusaur	5.00	8.00
Gaea's Uge	10.00	15.00
Gauntlet of Might	50.00	80.00
Giant Growth	50	1.00
Giant Spider	50	1.00
Glasses of Urza	1.00	1.75
Gloom	1.00	1.75
Goblin Balloon Brigade	1.00	1.75
Goblin King	10.00	15.00
Goblin Gargoyles	10.00	15.00
Gray Ogre	50	1.00
Green Ward	1.00	1.75
Grazing Bears	50	1.00
Guardian Angel	1.00	1.75
Hailing Salvos	50	1.00
Helm of Chutzak	4.00	6.00
Hill Giant	50	1.00
Hive, The	5.00	8.00
Holy Armor	50	1.00
Holy Strength	50	1.00
Howl from Beyond	50	1.00
Hawking Mine	8.00	12.00
Harpoon Minotaur	50	1.00
Humana	1.00	1.75
Hypnotic Specter	2.00	3.00
Ice Storm	12.00	18.00
Ice Manipulator	15.00	30.00
Illusory Mask	30.00	45.00
Instill Energy	1.00	1.75
Invisibility	5.00	8.00
Iron Star	1.00	1.75
Ironclad Orcs	1.00	1.75
Ironroot Treefolk	50	1.00
Island (Dark Blue Sky)	15	30
Island	10	25
Island Sanctuary	5.00	8.00
Ivory Cup	1.00	1.75
Jade Monolith	2.50	4.00
Jade Statue	10.00	15.00
Jayemdae Tome	4.00	6.00
Juggernaut	6.00	8.00
Jump	50	1.00
Karma	1.00	1.75
Keldon Warlord	2.00	3.00

Kormus Bell	2.50	4.00
Kudzu	6.00	10.00
Lance	1.00	1.75
Lev Druid	1.00	1.75
Library of Leng	1.00	1.75
Lich	40.00	60.00
Lifelace	1.00	1.75
Lifelace	2.50	3.50
Lifetap	1.00	1.75
Lightning Bolt	50	1.00
Living Artifact	5.00	8.00
Living Lands	3.50	5.00
Living Wall	2.00	3.00
Unwary Elves	50	1.00
Lord of Atlantis	8.00	12.00
Lord of the Pit	10.00	15.00
Lure	1.00	1.75
Magic Hack	7.00	10.00
Mahamahi Djinn	8.00	12.00
Mana Flare	5.00	8.00
Mana Short	3.50	5.00
Mana Vault	3.50	5.00
Manebats	3.50	5.00
Meekstone	4.00	6.00
Mesok of the Pearl Trident	50	1.00
Mesa Pegasus	50	1.00
Mind Twist	6.00	10.00
Mons' Goblin Raiders	50	1.00
Mountain	10	25
Max Emerald	95.00	125.00
Max Jet	95.00	125.00
Max Pearl	95.00	125.00
Max Ruby	95.00	125.00
Max Sapphire	95.00	125.00
Max Selection	20.00	30.00
Nether Shadow	4.00	6.00
Nettling Imp	3.00	5.00
Nevynard's Disk	6.00	10.00
Nightmare	12.00	20.00
Northern Paladin	12.00	18.00
Obsidian Golem	1.00	1.75
Orish Artillery	1.25	2.50
Orish Drifflame	2.50	3.50
Paralyze	50	1.00
Pearled Unicorn	50	1.00
Personal Incarnation	6.00	10.00
Pestilence	50	1.00
Phantasmal Forces	1.00	1.75
Phantasmal Terrain	50	1.00
Phantom Monster	1.50	2.50
Pirate Ship	4.00	6.00
Plague Rats	50	1.00
Plans	10	25
Plateau	12.00	20.00
Power Leak	50	1.00
Power Sink	50	1.00
Power Surge	5.00	8.00
Prodigal Sorcerer	50	1.00
Psionic Blast	12.00	15.00
Psychic Venom	50	1.00
Purelace	2.50	3.50
Raging River	30.00	45.00
Raise Dead	50	1.00
Red Elemental Blast	50	1.00
Red Ward	1.00	1.75
Regeneration	50	1.00
Regrowth	5.00	8.00
Resurrection	2.50	3.50
Reverse Damage	6.00	10.00
Righteousness	6.00	10.00
Roc of Xher Ridges	8.00	12.00
Rock Hydra	18.00	25.00
Rod of Rums	1.00	1.75
Royal Assassin	18.00	25.00
Sacrifice	1.50	3.00
Samite Healer	50	1.00
Savannah	12.00	20.00
Savannah Lions	4.00	6.00
Scarier Zombies	50	1.00
Scavenging Ghoul	1.50	2.50
Scrubland	12.00	20.00
Scrib Spites	1.00	1.75
Sea Serpent	50	1.00
Sedge Trail	10.00	15.00
Sengir Vampire	4.00	6.00
Serra Angel	7.00	10.00
Shanodin Dryads	50	1.00
Shatter	50	1.00
Shivan Dragon	20.00	30.00
Simekaram	1.00	1.75
Sinkhole	7.00	12.00
Siren's Call	1.75	2.50
Slaughter of Mind	4.00	6.00
Smoke	3.50	5.00

Sol Ring	7.00	10.00
Soul Net	1.00	1.75
Spell Blast	50	1.00
Stasis	4.00	6.00
Steel Artifact	1.50	2.50
Stone Giant	1.00	1.75
Stone Ram	50	1.00
Stream of Life	50	1.00
Sunglasses of Urza	4.00	6.00
Swamp	10	25
Swords to Plowshares	1.25	2.50
Taiga	12.00	20.00
Terror	50	1.00
Thicket Basilisk	2.00	3.00
Thornblaze	2.50	3.50
Throne of Bone	1.00	1.75
Timber Wolves	4.00	6.00
Time Vault	40.00	55.00
Time Walk	80.00	110.00
Timecaster	45.00	70.00
Tranquility	50	1.00
Tropical Island	12.00	20.00
Tsunami	1.00	1.75
Tundra	18.00	30.00
Tunnel	1.25	2.00
Twiddle	2.00	3.00
Two-Headed Giant of Fomys	30.00	45.00
Underground Sea	12.00	20.00
Unholy Strength	50	1.00
Unsummon	50	1.00
Urduin Troll	2.00	3.00
Verdant Enchantress	5.00	8.00
Vesuvan Doppelganger	20.00	30.00
Veteran Bodyguard	10.00	18.00
Volcanic Eruption	5.00	8.00
Volcanic Island	12.00	20.00
Wall of Air	1.00	1.75
Wall of Bone	1.00	1.75
Wall of Brambles	1.00	1.75
Wall of Fire	1.00	1.75
Wall of Ice	1.00	1.75
Wall of Stone	1.00	1.75
Wall of Swords	2.25	3.00
Wall of Water	1.00	1.75
Wall of Wood	50	1.00
Wanderlust	1.00	1.75
War Mammoth	50	1.00
Warp Artifact	4.00	6.00
Water Elemental	1.50	3.00
Weakness	50	1.00
Web	4.00	6.00
Wheel of Fortune	8.00	15.00
White Knight	2.50	3.50
White Ward	1.00	1.75
Wild Growth	50	1.00
Wild-Of-The-Wisp	7.00	10.00
Winter Orb	4.00	6.00
Winter Sphere	1.00	1.75
Word of Command	30.00	45.00
Wrath of God	6.00	10.00
Zombie Master	6.00	10.00

Black Word	75	1.50
Blessing	3.50	5.00
Blue Elemental Blast	15	50
Blue Ward	75	1.50
Boj Wrath	1.00	2.50
Bottle of Suleman	3.00	4.00
Brassgrape	8.00	12.00
Brass Man	75	1.50
Burrowing	75	1.50
Castle	1.50	2.50
Celestial Prism	75	1.50
Channel	15	50
Chaoslocke	2.00	3.00
Circle of Protection: Black	15	50
Circle of Protection: Blue	15	50
Circle of Protection: Green	15	50
Circle of Protection: Red	15	50
Circle of Protection: White	15	50
Clockwork Beast	3.00	4.00
Clone	6.00	10.00
Cockatrice	5.00	8.00
Conservator	75	1.50
Contract from Below	3.50	5.00
Control Magic	1.50	2.50
Conversion	1.50	2.50
Copy Artifact	6.00	10.00
Counterspell	1.50	3.00
Crow Wurm	15	50
Crumble	75	1.50
Crusade	4.00	6.00
Cursed Land	75	1.50
Crystal Rod	75	1.50
Dancing Scimitar	3.00	4.00
Dark Ritual	15	50
Darkpact	3.50	5.00
Death Ward	15	50
Deathgrip	75	1.50
Deathlace	2.00	3.00
Demonic Attorney	4.00	6.00



TOP TEN HOTTEST CARDS

8) Lord of the Pit

A 7 "thing temple" that pretty good. The downside being that you can't feed him one of your creatures every turn he turns around and look him for some. But between the six "hell armies" that produce token creatures and a COP block, you should be okay.

Demonic Hordes	10.00	15.00
Demonic Tutor	6.00	8.00
Desert Twister	1.50	2.50
Dingus Egg	4.00	6.00
Disenchant	15	50
Disintegrate	15	50
Disrupting Scepter	3.00	4.00
Dragon Engine	1.25	2.00
Dragon Whelp	1.25	2.50
Drain Life	15	50
Drain Power	4.00	6.00
Drudge Skeletons	15	50
Dwarven Warriors	15	50
Dwarven Weaponsmith	1.50	2.50
Earth Elemental	1.25	2.50
Earthbode	75	1.50
Earthquake	3.50	5.00
Ebony Horse	2.50	3.50
El-Hajj	4.00	6.00
Elish Archers	3.00	4.00
Energy Flux	75	1.50
Erg Raiders	15	50
Evil Presence	75	1.50
Eye for an Eye	3.50	5.00

REVISED EDITION

WIZARDS OF THE COAST 1994

Cards are white bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards)	\$300.00	500.00
Starter Deck (60 cards)	10.00	15.00
Starter Box (10 decks)	100.00	150.00
Booster Pack (15 cards)	3.25	5.00
Booster Box (36 packs)	110.00	175.00

Name	Low	High
Air Elemental	1.00	2.00
Aladdin's Lamp	3.00	4.00
Aladdin's Ring	3.50	5.00
Animate Artifact	75	1.50
Animate Dead	75	1.50
Animate Wall	2.50	3.50
Arch of Madness	3.00	4.00
Armageddon	4.00	6.00
Armageddon Clock	2.50	3.50
Aspect of Wall	4.00	6.00
Atop	1.00	2.00
Bad Moon	4.00	6.00
Badlands	10.00	18.00
Balancer	3.50	5.00
Basilisk Monolith	1.25	2.50
Bayou	10.00	18.00
Benalish Hero	15	50
Birds of Paradise	6.00	8.00
Black Knight	1.50	2.50
Black Vise	1.25	2.50



price guide

☆ Farmstead	5.00	8.00
☆ Fastbond	6.00	10.00
★ Fear	.15	.50
● Feedback	.75	1.50
● Fire Elemental	1.25	2.50
● Fireball	.15	.50
● Firebreathing	.15	.50
● Flashfries	.75	1.50
● Flight	.15	.50
● Flying Carpet	3.50	5.00
● Fog	.15	.50
★ Force of Nature	8.00	12.00
● Forest	.05	.10
★ Fork	15.00	25.00
● Frozen Shade	.15	.50
★ Fungusaur	4.00	6.00
★ Gaea's Lege	8.00	12.00
★ Giant Growth	.15	.50
★ Giant Spider	.15	.50
● Glasses of Urza	.75	1.50
● Gloom	.75	1.50
● Goblin Balloon Brigade	.75	1.50
★ Goblin King	8.00	10.00
★ Granite Gargoyle	6.00	10.00
● Gray Ogre	.15	.50
○ Green Ward	.75	1.50
● Grizzly Bears	.15	.50
□ Guardian Angel	.75	1.50
□ Healing Salve	.15	.50
★ Helm of Chazruk	3.00	4.00
★ Hill Giant	.15	.50
★ Hive, The	4.00	6.00
□ Holy Armor	.15	.50
□ Holy Strength	.15	.50
★ Howl from Beyond	.15	.50
★ Howling Mine	7.00	10.00
★ Hunk's Recall	3.50	5.00
★ Hurloon Manatour	.15	.50
● Humane	.75	1.50
● Hypnotic Specter	1.50	2.50
● Instill Energy	.75	1.50
● Iron Star	.75	1.50
● Ironroot Treefolk	.15	.50
★ Island	.05	.10
★ Island Fish Jascopus	3.50	5.00
★ Island Sanctuary	3.50	5.00
● Ivory Cup	.75	1.50
★ Ivory Tower	4.00	6.00
★ Jade Manolith	1.50	3.00
★ Jandor's Ring	5.00	8.00
★ Jander's Saddlebags	2.50	3.50
★ Jazemdae Tome	3.00	4.00
★ Juggernaut	4.00	7.00
● Jump	.15	.50
● Karma	.75	1.50
● Keldon Warlord	1.50	2.50
★ Kud Apo	1.00	2.00
★ Karmus Bell	1.50	3.00
★ Kudzu	4.00	6.00
○ Lance	1.25	2.00
● Ley Druid	.75	1.50
● Library of Long	.75	1.50
● Lifeforce	.75	1.50
● Lifelace	2.00	3.00
● Lifetap	.75	1.50
★ Lightning Bolt	.15	.50
★ Living Artifact	3.25	5.00
★ Living Lands	3.50	4.00
★ Living Wall	1.50	2.50
● Llanowar Elves	.15	.50
★ Lord of Atlantis	6.00	10.00
★ Lord of the Pit	8.00	12.00
● Lure	.75	1.50
★ Magical Hack	5.00	8.00
★ Magnetite Mountain	2.50	3.50
★ Mahamoti Djinn	7.00	10.00
★ Mana Flare	4.00	6.00
★ Mana Short	3.50	5.00
★ Mains Vault	3.00	4.00
★ Manabars	3.00	4.00
★ Meekstone	3.50	5.00
★ Merfolk of the Pearl Trident	.15	.50
★ Mesa Pegasus	.15	.50
★ Mogg Diva	4.00	6.00

★ Millstone	3.50	5.00
★ Mind Twist	5.00	8.00
★ Mishra's War Machine	3.00	4.00
★ Morn's Goblin Raiders	.15	.50
★ Mountain	.05	.10
★ Nether Shadow	3.50	5.00
★ Netting Imp	2.50	3.50
★ Newmyra's Disk	5.00	8.00
★ Nightmare	10.00	15.00
★ Northern Paladin	8.00	12.00
★ Olanus Golem	.75	1.50
★ Omulet	1.25	2.00
★ Orach Artillery	1.00	2.00
★ Orach Orilomme	2.00	3.00
★ Orachopter	.75	1.50
★ Paralyze	.15	.50
□ Pearded Unicorn	.15	.50
★ Personal Incarnation	5.00	8.00
★ Pestilence	.15	.50
● Phantasmal Forces	.75	1.50
● Phantasmal Terror	.15	.50
● Phantom Monster	.75	1.50
★ Pirate Ship	3.50	5.00
★ Plague Rats	.15	.50
★ Plains	.05	.10



TOP TEN HOTTEST CARDS

7) Mahamoti Djinn
Moving up two notches is the 93% bald Mahamoti Djinn, proving that while blue may not have many worthwhile creatures, the few sitting at the "cool" blue lunch table, like this 5/6 bully, more than make up for it.

★ Plateau	10.00	18.00
★ Power Leak	.15	.50
★ Power Sink	.15	.50
★ Power Surge	3.50	5.00
★ Primal Clay	2.50	3.50
★ Priglad Sorcerer	.15	.50
★ Psychic Venom	.15	.50
★ Purelace	2.00	3.00
● Rake, The	1.25	2.00
● Raze Dead	.15	.50
● Reconstruction	.75	1.50
● Red Elemental Blast	.15	.50
● Red Ward	.75	1.50
● Regeneration	.15	.50
● Regrowth	3.50	5.00
○ Resurrection	2.00	3.00
○ Reverse Damage	5.00	8.00
○ Reverse Polarity	.75	1.50
★ Righteousness	5.00	8.00
★ Roc of Kher Ridges	6.00	10.00
★ Rock Hydra	12.00	18.00
★ Rocket Launcher	4.00	6.00
● Rod of Run	.75	1.50
★ Royal Assassin	12.00	18.00
● Sacrifice	1.25	2.50
□ Samite Healer	.15	.50
★ Savannah	10.00	18.00
★ Savannah Lions	3.50	5.00
● Scathe Zombies	.15	.50
● Scavenging Ghoul	.75	1.50
★ Scrubland	10.00	18.00
● Scryb Sprites	.15	.50
● Sea Serpent	.15	.50
★ Sedge Troll	8.00	12.00
● Sengir Vampire	3.50	5.00
★ Serendib Freet	10.00	15.00
★ Sierra Angel	5.00	8.00
● Shandor Dryads	.15	.50
★ Shatter	.15	.50

● Shatterstorm	4.00	6.00
★ Shivan Dragon	15.00	20.00
● Simulacrum	.75	1.50
● Siren's Call	1.00	2.00
● Sleight of Mind	3.50	5.00
★ Smoke	3.00	4.00
● Sol Ring	6.00	8.00
★ Sorceress Queen	5.00	8.00
● Soul Net	.75	1.50
● Spell Blast	.15	.50
● Stasis	3.00	4.00
● Steel Artifact	.75	1.50
● Stone Giant	.75	1.50
● Stone Ram	.15	.50
● Stream of Life	.15	.50
● Sunlasses of Urza	3.00	4.00
● Swamp	.05	.10
○ Swords to Plowshares	1.00	2.00
★ Targa	10.00	18.00
● Terror	.15	.50
● Thickert Basilisk	1.50	2.50
● Thoughtflame	2.00	3.00
● Throne of Bone	.75	1.50
★ Timber Wolves	3.00	4.00
★ Titan's Song	2.50	3.50
● Tranquility	.15	.50
★ Tropical Island	10.00	18.00
● Tsunami	.75	1.50
★ Tundra	10.00	18.00
● Tunnel	.75	1.50
★ Underground Sea	10.00	18.00
★ Unholy Strength	.15	.50
● Unstable Mutation	.15	.50
● Unsummon	.15	.50
● Uthden Troll	1.50	2.50
★ Verduran Enchantress	4.00	6.00
★ Vesuvan Doppelganger	12.00	20.00
★ Veteran Bodyguard	7.00	12.00
★ Volcanic Eruption	4.00	6.00
★ Volcanic Island	10.00	18.00
● Wall of Air	.75	1.50
● Wall of Bone	.75	1.50
● Wall of Brambles	.75	1.50
● Wall of Fire	.75	1.50
● Wall of Ice	.75	1.50
● Wall of Stone	.75	1.50
○ Wall of Swords	1.50	2.50
● Wall of Water	.75	1.50
● Wall of Wood	.15	.50
● Wanderlust	.75	1.50
● War Mammoth	.15	.50
★ Warp Artifact	3.00	4.00
● Water Elemental	1.25	2.50
● Weakness	.15	.50
★ Web	3.00	4.00
★ Wheel of Fortune	7.00	12.00
○ White Knight	1.50	2.50
○ White Ward	.75	1.50
● Wild Growth	.15	.50
★ Will-O'-The-Wisp	5.00	8.00
★ Winter Orb	3.00	4.00
● Wooden Sphere	.75	1.50
★ Wrath of God	4.00	6.00
★ Zombie Master	5.00	8.00

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	\$250.00	350.00
Starter Deck (60 cards)	8.00	12.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	85.00	110.00

Name	Low	High
● Abomination	2.00	3.00
● Air Elemental	.75	1.50
□ Akabester Pahan	.10	.40
★ Aladdin's Lamp	2.50	3.50
★ Aladdin's Ring	3.00	4.00
● Ali Baba	3.00	4.00
□ Amroo Kithkin	.10	.40
□ Amulet of Kroog	.10	.40
○ Angry Mob	1.50	2.50
● Animated Artifact	.35	.75
● Animated Dead	.35	.75
★ Animated Wall	2.00	3.00
★ Anki of Mishra	2.50	3.50
★ Apprentice Wizard	.10	.40
★ Armageddon	3.50	5.00
★ Armageddon Clock	2.50	3.50
● Asher, 10 Ashes	.35	.75
● Ashnod's Battle Gear	1.50	2.50

★ Aspect of Wall	3.50	5.00
● Backfire	1.50	2.50
★ Bad Moon	3.50	5.00
★ Balance	3.00	4.00
★ Ball Lightning	5.00	9.00
□ Battering Ram	.10	.40
□ Benalish Hero	.10	.40
● Bird Maiden	.10	.40
★ Birds of Paradise	5.00	7.00
● Black Knight	1.25	2.00
★ Black Mana Battery	3.50	5.00
● Black Vise	.75	1.50
○ Black Ward	.35	.75
★ Blessing	2.50	3.50
● Blight	1.50	2.50
● Blood Lust	.10	.40
● Blue Elemental Blast	.10	.40
★ Blue Mana Battery	3.50	5.00
● Blue Ward	.10	.40
● Bog Imp	.10	.40
● Bog Witch	.75	1.50
★ Bottle of Suleiman	2.50	3.50
□ Brainwash	.10	.40
● Brass Man	.60	1.00
★ Bronze Tablet	2.50	3.50
● Brothers of Fire	.10	.40
● Brute, The	.10	.40
● Burrowing	.60	1.00
● Carnivorous Plant	.10	.40
● Canan Ants	5.00	7.00
□ Castle	1.25	2.00
● Cave People	1.25	2.00
● Celestial Prism	.60	1.00
● Channel	.10	.40
● Chaosknee	1.50	2.50
○ Circle of Protection: Artifact	3.00	4.00
□ Circle of Protection: Black	.10	.40
□ Circle of Protection: Blue	.10	.40
□ Circle of Protection: Green	.10	.40
□ Circle of Protection: Red	.10	.40
□ Circle of Protection: White	.10	.40
□ Clay Statue	.10	.40
★ Clockwork Avian	4.00	6.00
★ Clockwork Beast	2.50	3.50
★ Cockatrice	4.00	6.00
★ Colossus of Sardia	4.00	6.00
● Conservator	.60	1.00
● Control Magic	1.25	2.00
● Conversion	1.25	2.00
★ Coral Helm	2.50	3.50
★ Cosmic Horror	3.50	5.00
★ Counterspell	1.25	2.00
● Craw Worm	.10	.40
□ Creature Bond	.10	.40
★ Crimson Manatour	3.00	4.00
● Crumble	.35	.75
★ Crusade	3.50	5.00
● Crystal Rod	.60	1.00
● Cursed Land	.35	.75
● Cursed Rock	1.50	2.50
● Cyclopean Mummy	.10	.40
★ Bane of Scimitar	2.50	3.50
● Dark Ritual	.10	.40
□ Death Ward	.10	.40
● Deathgrip	.60	1.00
★ Deathlace	1.50	2.50
● Desert Twister	1.25	2.00
● Detonate	1.25	2.00
● Diabolic Machine	1.25	2.00
★ Dingus Egg	3.50	5.00
□ Disenchant	.10	.40
□ Disintegrate	.10	.40
★ Disrupting Scepter	2.50	3.50
○ Divine Transformation	3.00	4.00
● Dragon Engine	.75	1.50
● Dragon Whelp	.75	1.50
● Drah Life	.10	.40
★ Drah Power	3.50	5.00
● Drudge Skeletons	.10	.40
● Darkwood Boars	.10	.40
● Dwarfen Warriors	.10	.40
● Earth Elemental	.75	1.50
★ Earthquake	3.00	4.00
★ Ebony Horse	2.00	3.00
★ E-Hajja	3.50	5.00
★ Elder Land Wurm	3.50	5.00
● Elven Riders	3.50	5.00
★ Elvish Archers	3.00	4.00
● Energy Flux	.60	1.00
● Energy Tap	.10	.40
● Erg Raiders	.10	.40
● Erosion	.10	.40
● Eternal Warrior	.10	.40
● Evil Presence	.60	1.00

☆ Eye for an Eye	3.00	4.00
● Fear	10	40
● Feedback	35	75
● Felwar Stone	2.00	3.00
● Fire Elemental	75	1.50
● Fireball	10	40
● Firebreathing	10	40
● Fissure	10	40
● Flashfries	60	1.00
● Flight	10	40
● Flood	10	40
★ Flying Carpet	3.00	4.00
● Fog	10	40
★ Force of Nature	6.00	9.00
● Forest	05	10
□ Fortified Area	10	40
● Frozen Shade	10	40
★ Fungus	3.50	5.00
★ Gaea's Liege	6.00	9.00
● Gaseous Form	10	40
● Ghost Ship	35	75
● Giant Growth	10	40
● Giant Spider	10	40
● Giant Strength	10	40
● Giant Tortoise	10	40
★ Glasses of Urza	60	1.00
● Gloom	60	1.00
● Goblin Balloon Brigade	60	1.00
★ Goblin King	6.00	9.00
● Goblin Rock Sled	10	40
● Grapeshot Catapult	10	40
● Gray Ogre	10	40
★ Greed	2.50	3.50
★ Green Mana Battery	3.50	5.00
● Green Ward	35	75
● Grizzly Bears	10	40
□ Healing Salve	10	40
★ Helm of Chazuk	2.50	3.50
● Hill Giant	10	40
★ Hive, The	3.50	5.00
□ Holy Armor	10	40
□ Holy Strength	10	40
● Howl from Beyond	10	40
★ Howling Mine	6.00	10.00
★ Hurkyl's Recall	3.00	4.00
● Hurloon Munitions	10	40
★ Hur Jackal	2.00	3.00
● Hurricane	60	1.00
● Hypnotic Specter	1.25	2.00
● Immolation	10	40



TOP TEN HOTTEST CARDS

6) Deflection

The second coolest counterspell (right after the insanely useful Mana Drain), Deflection gives extra bang for your buck by not only protecting one of your goodies from some unpleasant spell but re-targeting it to your opponent's pride and joy.

★ Inferno	3.50	5.00
● Install Energy	60	1.00
● Iron Star	60	1.00
● Ironclad Orcs	10	40
● Transrot Treefolk	10	40
★ Island	05	10
★ Island Fish Jascopus	3.00	4.00
★ Island Sanctuary	2.50	3.50
● Ivory Cup	60	1.00
● Ivory Tower	3.50	5.00
● Jade Monolith	1.25	2.50
★ Jandor's Saddlebags	2.00	3.00
★ Janyendae Tome	2.50	3.50
● Jump	10	40

● Junon Effort	3.50	5.00
○ Karma	60	1.00
● Keldan Warlord	1.25	2.00
● Killer Bees	5.00	8.00
○ Kissnet	3.50	5.00
● Kozmus Bell	1.25	2.00
● Land Leeches	10	40
★ Land Tax	2.00	3.00
● Levitation	3.50	5.00
● Ley Druid	60	1.00
● Library of Leng	60	1.00
● Lifeforce	60	1.00
★ Lifeforce	1.50	2.50
● Lifetap	60	1.00
● Lightning Bolt	10	40
★ Living Artifact	2.50	3.50
★ Living Lands	2.50	3.50
● Llanowar Elves	10	40
★ Lord of Atlantis	5.00	8.00
★ Lord of the Pit	7.00	10.00
● Lost Soul	10	40
● Lure	60	1.00
★ Magical Hack	4.00	6.00
★ Magnetic Mountain	2.00	3.00
★ Mahamoh Djin	6.00	8.00
★ Mana Clash	1.50	2.50
★ Mana Flow	3.50	5.00
★ Mana Short	3.00	4.00
★ Mana Vault	2.50	3.50
★ Manabars	2.50	3.50
● Marsh Gas	10	40
● Marsh Viper	10	40
★ Meekstone	3.00	4.00
● Merfolk of the Pearl Trident	10	40
□ Mesa Pegasus	10	40
★ Millstone	3.00	5.00
● Mind Bomb	1.50	2.50
★ Mind Twist	4.00	6.00
● Mishra's Factory	3.50	5.00
★ Mishra's War Machine	2.50	3.50
★ Mone's Goblin Raiders	10	40
□ Morale	10	40
● Mountain	05	10
● Muck Dwellers	10	40
● Nat's Asp	10	40
★ Nether Shadow	3.00	4.00
★ Nevynmal's Desk	3.50	5.00
★ Nightmare	7.00	12.00
★ Northern Paladin	6.00	10.00
● Oasis	2.00	3.00
● Obsidian Golem	60	1.00
★ Onulet	75	1.50
★ Orcah Artillery	75	1.50
● Orcah Orkhamme	1.50	2.50
● Ornithopter	35	75
○ Osai Vulture	35	75
□ Paralyze	10	40
□ Pearded Unicorn	10	40
★ Personal Incantation	4.00	6.00
● Pestilence	10	40
● Phantasmal Forces	60	1.00
● Phantasmal Terrain	10	40
● Phantom Monster	60	1.00
□ Piety	10	40
□ Pikenom	10	40
★ Pirate Ship	3.00	4.00
● Pit Scorpion	10	40
● Plague Rats	10	40
● Plains	05	10
● Power Leak	10	40
● Power Sink	10	40
★ Power Surge	2.50	3.50
★ Pradeshi Gypsies	10	40
● Primal Clay	2.00	3.00
★ Prodigal Sorcerer	10	40
★ Psionic Entity	3.50	5.00
★ Psychic Venom	10	40
★ Purelure	1.50	2.50
● Pyrotechnics	1.25	2.00
● Rack, The	75	1.50
● Radjan Spirit	2.00	3.00
★ Rag Man	2.50	3.50
● Rasso Dead	10	40
★ Rebirth	2.50	3.50
★ Red Elemental Blast	10	40
★ Red Mana Battery	3.50	5.00
★ Red Ward	35	75
● Regeneration	10	40
★ Relic Bird	3.00	4.00
★ Reverse Damage	4.00	6.00
★ Righteousness	4.00	6.00
● Rod of Rum	60	1.00
★ Royal Assassin	9.00	15.00
□ Samite Healer	10	40

● Sandstorm	10	40
★ Savannah Lions	3.00	4.00
● Scathe Zombies	10	40
● Scavenging Ghoul	60	1.00
● Seryth Sprites	10	40
● Sea Serpent	10	40
□ Seeker	10	40
● Segovian Levathan	1.25	2.00
● Sengir Vampire	3.00	4.00
● Serra Angel	4.00	6.00
● Shandor Dryads	10	40
● Shapeshifter	3.50	5.00
● Shatter	10	40
★ Shivan Dragon	10.00	18.00
● Simulacrum	10	40
● Sindbad	2.50	3.50
● Siren's Call	75	1.50
● Sisters of the Flame	10	40
★ Slight of Mind	3.00	4.00
● Smoke	2.50	3.50
● Sorceress Queen	4.00	6.00
● Soul Net	35	75
● Spell Blast	10	40
● Spirt Link	3.50	5.00
● Spirt Shackle	75	1.50
● Stasis	2.50	3.50
● Steal Artifact	60	1.00
● Stone Giant	60	1.00
● Stone Rain	10	40
● Stream of Life	10	40
● Strip Mine	3.00	5.00
● Sungrasses of Urza	2.50	3.50
● Sunken City	10	40
□ Swamp	05	10
□ Swords to Plowshares	75	1.50
★ Sylvan Library	4.00	6.00
● Tarnos's Ward	1.25	2.00
● Tarnos's Weaponry	1.25	2.00
★ Tempest Effort	3.00	4.00
● Terror	10	40
★ Tetravus	4.00	6.00
● Thicket Basilisk	1.25	2.00
● Thoughtflame	1.50	2.50
● Throne of Bone	60	1.00
● Timber Wolves	2.50	3.50
★ Time Elemental	6.00	10.00
★ Titania's Song	2.00	3.00
● Tranquility	10	40
● Triskelion	4.00	6.00
● Tsunami	60	1.00
□ Tundra Wolves	35	75
● Tunnel	35	75
● Twiddle	35	75
● Umezou Ixian	1.50	2.50
● Unholy Strength	10	40
● Unstable Mutation	10	40
● Unsummon	10	40
● Untamed Wilds	1.25	2.00
● Urza's Avenger	4.00	6.00
● Utshin Troll	1.25	2.00
● Vampire Bats	10	40
● Venom	10	40
★ Venidian Enchantress	5.50	8.00
● Visions	1.50	2.50
★ Volcanic Eruption	3.00	4.00
● Wall of Air	60	1.00
● Wall of Bone	60	1.00
● Wall of Brambles	60	1.00
● Wall of Dust	1.50	2.50
● Wall of Fire	60	1.00
● Wall of Ice	60	1.00
● Wall of Spears	60	1.00
● Wall of Stone	60	1.00
● Wall of Swords	1.25	2.00
● Wall of Water	60	1.00
● Wall of Wood	60	1.00
● Wandsman	60	1.00
● Wax Manacorn	10	40
★ Warp Artifact	2.50	3.50
● Water Elemental	75	1.50
● Weakness	10	40
● Web	1.50	2.50
● Wheeling Dervish	1.00	4.00
● White Knight	1.25	2.00
● White Mana Battery	5.50	8.00
● White Ward	35	75
● Wild Growth	10	40
★ Will-O'-The-Wisp	4.00	6.00
★ Winds of Change	4.00	6.00
★ Winter Blast	2.50	3.50
● Winter Orb	2.50	3.50
● Wooden Sphere	35	75
● Word of Binding	10	40
● Wrath of God	3.50	5.00
★ Xeric Polluxgeist	1.25	2.00

★ Yohan Soldier	10	40
★ Zephyr Falcon	10	40
★ Zombie Master	4.00	6.00

ARABIAN NIGHTS

WIZARDS OF THE COAST: 1994

Full Set (78 cards)	\$600.00	800.00
Booster Pack (8 cards)	50.00	70.00
Booster Box (60 packs)	2,900.00	4,200.00

Name	Low	High
● Abu Ja'far	3.50	5.00
★ Aladdin	10.00	15.00
★ Aladdin's Lamp	4.00	6.00
★ Aladdin's Ring	6.00	10.00
● Ali Baba	5.00	8.00
★ Ali from Cairo	60.00	75.00
□ Army of Allah	2.00	3.00
★ Bazaar of Baghdad	10.00	15.00
● Bad Marden	50	1.00
★ Battle of Suleiman	6.00	10.00
● Brass Man	1.25	2.00
□ Camel	2.25	3.00
★ City in a Bottle	12.00	20.00
★ City of Brass	10.00	18.00
● Cuombaj Witches	75	1.50
● Cyclone	5.00	8.00
★ Dancing Sorcerer	5.00	8.00
● Dandan	75	1.50
● Desert	4.00	6.00
● Desert Nomads	2.50	3.50
● Desert Twister	2.50	3.50
★ Diamond Valley	30.00	40.00
★ Drop of Honey	20.00	35.00
★ Ebony Horse	5.00	8.00
● Ehlajay	6.00	10.00
★ Elephant Graveyard	20.00	35.00
● Eng Raiders	75	1.50
● Erimon Djinn	5.00	8.00
● Eye for an Eye	6.00	10.00
● Fishliver Oil	50	1.00
● Flying Carpet	5.00	8.00
● Flying Men	3.00	4.00
● Ghazban Ogre	50	1.00
● Giant Tentacle	75	1.50
★ Guardian Beast	40.00	65.00
● Harma Ogness	75	1.50
● Har Jackal	1.00	2.00
★ Hhghth Effort	15.00	25.00
★ Island Festival Jascopus	6.00	10.00
★ Island of Wak-Wak	25.00	35.00
★ Jandor's Ring	5.00	8.00
★ Jandor's Saddlebags	6.00	10.00
● Jeweled Bird	4.00	6.00
★ Jihad	25.00	40.00
★ Junon Effort	10.00	15.00
★ Juzum Djinn	40.00	70.00
● Khabal Ghoul	20.00	30.00
★ King Suleiman	12.00	18.00
● Kird Aga	3.00	4.00
● Library of Alexandria	25.00	35.00
● Magnetic Mountain	4.00	6.00
● Merchant Ship	7.00	10.00
● Metamorphosis	50	1.00
★ Mjira Djinn	8.00	12.00
★ Moorsb Cavalry	4.00	6.00
● Mountain	4.00	6.00
● Nat's Asp	50	1.00
● Oasis	3.50	5.00
● Old Man of the Sea	25.00	35.00
● Outblut	3.50	5.00
□ Piety	50	1.00
★ Pyramids	20.00	30.00
★ Repentant Blacksmith	3.00	5.00
★ Ring of Ma'ul	20.00	30.00
● Rukh Egg	6.00	10.00
● Sandals of Abdallah	8.00	12.00
● Sandstorm	50	1.00
★ Serenab Djinn	12.00	20.00
★ Serenab Effort	12.00	18.00
★ Shahrabad	12.00	20.00
● Sandstorm	5.00	8.00
★ Scrying Tree	25.00	40.00
● Summer Jazou	8.00	12.00
● Summer Jazou Details	4.00	6.00
● Unholy Mutation	75	1.50
□ War Elephant	50	1.00
★ Wylluh Wall	3.50	5.00
★ Yohann Effort	10.00	15.00

ANTIQUITIES

WIZARDS OF THE COAST: 1994

Full Set (100 cards)	\$300.00	400.00
Booster Pack (8 cards)	12.00	18.00
Booster Box (60 packs)	700.00	900.00



price guide

Name	Low	High
Amulet of Kroog	15	50
Argonian Archaeologist	20	30
Argonian Blacksmith	40	100
Argonian Priest	15	50
Argonian Treefolk	100	200
Armageddon Clock	350	500
Artifact Blast	40	100
Artifact Ward	40	100
Artifact Possession	40	100
Ashnod's Altar	100	200
Ashnod's Battle Gear	250	350
Ashnod's Transmogrator	100	200
Atog	150	250
Battering Ram	15	50
Bronze Tablet	400	600
Castellabra of Towns	2000	3500
Circle of Protection: Artifact	500	800
Citadel Druid	300	400
Clay Statue	40	100
Clockwork Avian	700	1000
Colossus of Sardia	1000	1500
Coral Helm	400	600
Crumble	40	100
Cursed Rock	250	350
Dampening Field	250	350
Detonate	200	300
Druid's Restoration	150	200
Dragon Engine	150	250
Dwarven Weaponsmith	200	300
Enigma Flux	90	200
Field's Cone	225	300
Goat's Avenger	1200	2000
Gate to Phyrexia	250	350
Goblin Artisans	100	200
Golgathian Sylex	700	1000
Grapeshot Catapult	15	50
Haunting Wind	250	350
Harkyl's Recall	600	800
Ivory Tower	700	1000
Jalum Tome	400	600
Martyrs of Koros	400	600
Nightstone	250	350
Millstone	400	600
Mishra's Factory	400	600
Mishra's Fox (Summer Pic)	600	1000
Mishra's War Machine	400	600
Mishra's Workshop	1000	1800
Obelisk of Undoing	800	1000
Onulet	225	300
Orchid Mechanisms	40	100
Ornament	40	100
Phyrexian Gremlins	100	200
Power Artifact	350	500
Powerseach	350	500
Priest of Yawgmoth	75	150
Primal Clay	350	500
Rock, The	100	200
Rakate	200	300
Reconstruction	50	250
Reverse Polarity	150	250
Rocket Launcher	400	600
Sage of Lat-Nam	40	100
Shapeshifter	700	1000
Shatterstorm	500	800
Staff of Zegon	40	100
Strip Mine	400	600
Strip Mine (Tower)	500	900
Su-Chi	300	400
Tablet of Epity	15	50
Towns's Coffin	1200	2000
Towns's Wand	200	300
Towns's Weaponry	200	300
Tetravus	800	1000
Titano's Song	400	600
Transmute Artifact	350	500
Triskelion	800	1000
Urza's Avenger	800	1200
Urza's Chalice	15	50
Urza's Mine	40	100
Urza's Miter	700	1000
Urza's Power Plant	40	100
Urza's Tower	40	100

Wall of Spears	75	150
Weakstone	250	350
Xerac Polymagist	250	350
Yawgmoth Demon	800	1200
Yothian Soldier	75	150

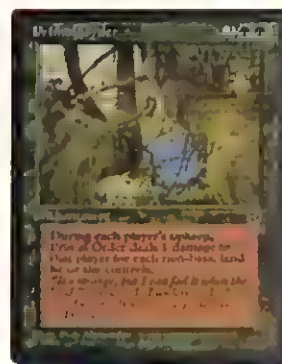
LEGENDS

WIZARDS OF THE COAST 1994

Full Set (310 cards)	\$1,100.00	1,400.00
Booster Pack (15 cards)	25.00	30.00
Booster Box (36 packs)	850.00	1,000.00

Name	Low	High
Abomination	350	500
Abysmal The	2000	3000
Acid Rain	1200	1800
Active Volcano	40	100
Adam Oakenshield	1000	1500
Adventurers' Guildhouse	250	350
Akroth Berserker	400	600
Akling Leprechaun	40	100
Akron Legionnaire	500	800
All Hallow's Eve	2500	3500
Alabaster's Carpet	1000	1500
Alabaster Potion	40	100
Alchior's Tomb	1000	1500
Amray Kithkin	15	50
Angelic Voices	700	1000
Angus Mockenzie	1000	1500
Anti-Magic Aura	200	300
Arborea	400	600
Aradus Solbath	1000	1500
Armed of the Ancestors	400	600
Avoid Fate	40	100
Axelrod Gunnarson	800	1000
Aysha Tanaka	600	800
Azure Drake	300	500
Backdraft	350	500
Backfire	250	350
Barbary Apes	75	150
Barbed Wireboard	350	500
Barrel Runners	1000	1500
Beasts of Bogardan	300	500
Black Mana Battery	250	350
Blazing Effigy	40	100
Bludge	250	350
Blood Lust	100	200
Blue Mana Battery	250	350
Boomerang	40	100
Boris Deviloon	800	1200
Brine Hag	400	600
Bronze Horse	500	800
Brute, The	40	100
Canion Arts	1000	1800
Cart Wonders	40	100
Cathedral of Serra	250	350
Caverns of Despair	800	1200
Chain Lightning	125	200
Chaos of Mephistopheles	1000	1500
Chaosmancer	1000	1800
Cleaver	1200	1800
Clergy of the Holy Nimbus	15	50
Cocoon	300	500
Concordant Crossroads	600	1000
Cosmic Horror	700	1000
Crow Giant	500	800
Crevasse	350	500
Crimson Kobolds	40	100
Crimson Manticores	600	800
Crookshank Kobolds	40	100
Cryptopsean Mummy	15	50
Dakkon Blackblade	1000	1500
D'Avenant Archer	100	200
Darkness	40	100
Deadfall	300	400
Demonic Torment	400	600
Devooring Deep	40	100
Disharmony	800	1200
Divine Intervention	800	1200
Divine Offering	40	100
Divine Transformation	700	1000
Dream Coat	400	600
Darkwood Boars	15	50
Dwarven Song	350	500
Elder Land Wurm	700	1000
Elder Spawn	800	1000
Elven Riders	600	800
Emerald Dragonfly	40	100
Enchanted Being	40	100
Enchantment Alteration	40	100
Energy Tap	15	50
Equinox	150	250
Eternal Warrior	200	400
Eureka	1800	2500

Evil Eye Orbs-By-Gore	5.00	8.00
Fallen Angel	4.00	6.00
Falling Star	10.00	15.00
Faith	1.00	2.00
Field of Dreams	10.00	15.00
Fire Sprites	40	100
Firestorm Phoenix	18.00	30.00
Flash Counter	75	150
Flash Flood	40	100
Floral Spuzzern	400	600
Force Spike	40	100
Forethought Amulet	10.00	15.00
Fortified Area	75	150
Frost Giant	4.00	6.00



TOP TEN HOTTEST CARDS

5) Primal Order

Missed out on all the other cool special lands from bygone sets? Hey, no worries, mate. Just drop down the mighty Primal Order, which slings a player for a point for every non-basic land he's got, and suddenly not having dual lands is a good thing.

Gabriel Angelive	5.00	8.00
Gaseous Form	15	50
Rainforest of Choo	6.00	8.00
Ghosts of the Damned	40	100
Giant Slug	40	100
Giant Strength	40	100
Giant Turtle	40	100
Glyph of Doom	40	100
Glyph of Deletion	40	100
Glyph of Destruction	40	100
Glyph of Life	15	50
Glyph of Reincarnation	40	100
Gosta Dak	10.00	15.00
Granny Sphere	15.00	25.00
Great Defender	3.50	5.00
Great Wall	3.25	4.00
Greater Realm of Preservation	6.00	8.00
Greed	5.00	8.00
Green Mana Battery	2.50	3.50
Gwendlyn Dr Corei	12.00	15.00
Halldone	8.00	12.00
Hammerheim	4.00	6.00
Hazezon Tamar	12.00	20.00
Headless Horseman	15	50
Heaven's Gate	3.50	5.00
Hell Swamp	40	100
Hell's Caretaker	8.00	12.00
Hellfire	15.00	20.00
Holy Day	1.00	2.00
Horn of Dealing	5.00	8.00
Hornet Cobra	40	100
Honor of Honors	4.00	6.00
Hunting Gnomes	3.50	5.00
Hypnotic Blacksmith	3.50	5.00
Ichneumon Druid	4.00	6.00
Immolator	75	150
Impison	8.00	12.00
In the Eye of Chaos	10.00	15.00
Indestructible Aura	40	100
Internal Madness	5.00	8.00
Infinite Authority	10.00	15.00
Invoke Prejudice	12.00	18.00
Ivory Guardians	2.00	3.00
Jacques le Vert	10.00	15.00
Jasmine Boreal	4.00	6.00
Jadri Oyane	4.00	6.00
Jehard of the Closed Fist	4.00	6.00
Johan	6.00	8.00
Jovial Evil	10.00	15.00
Juxtapose	5.00	8.00
Karokos	3.50	5.00

Kosmur the Lone Wolf	4.00	6.00
Keepers of the Faith	40	100
Kei Takahashi	4.00	6.00
Killer Bees	9.00	15.00
Kismet	6.00	8.00
Knowledge Vault	8.00	10.00
Kobold Drill Sergeant	6.00	8.00
Kobold Overlord	10.00	15.00
Kobold Taskmaster	5.00	8.00
Kobolds of Kher Keep	40	100
Kry Shield	3.50	5.00
Lady Calena	10.00	15.00
Lady Evangela	10.00	15.00
Lady of the Mountain, The	4.00	6.00
Lady Orca	3.00	4.00
Land Equilibrium	10.00	15.00
Land Tax	5.00	8.00
Land's Edge	6.00	8.00
Lesser Werewolf	5.00	8.00
Life Chisel	4.00	6.00
Life Matrix	10.00	15.00
Lifeblood	12.00	18.00
Living Plane	12.00	18.00
Livonya Silone	10.00	15.00
Lord Magnus	4.00	6.00
Lost Soul	15	50
Mana Drain	18.00	25.00
Mana Matrix	10.00	15.00
Marble Priest	3.50	5.00
Mahout Elsidragon	2.50	3.50
Master of the Hunt	18.00	25.00
Mirror Universe	45.00	65.00
Moon	20.00	30.00
Mold Demon	8.00	12.00
Moss Monster	40	100
Mountain Stronghold	2.00	3.00
Mountain Yeh	40	100
Nebuchadnezzar	8.00	12.00
Nether Void	12.00	18.00
Nicol Bolas	10.00	15.00
North Star	12.00	15.00
Nova Pentacle	10.00	15.00
Osai Vultures	15	50
Palladio-Mors	10.00	15.00
Part Water	3.50	5.00
Pavel Matki	4.00	6.00
Pandellhaven	3.50	5.00
Petra Sphinx	5.00	8.00
Pit Scorpion	15	50
Pixie Queen	10.00	15.00
Planar Gate	10.00	15.00
Pradesh Gypsies	1.50	2.50
Presence of the Master	4.00	6.00
Primordial Ooze	2.50	3.50
Princess Lucrezia	4.00	6.00
Psionic Entity	7.00	10.00
Psychic Purge	75	150
Puppet Master	2.50	3.50
Pyrotechnics	40	100
Quagmire	3.50	4.50
Quarum Trench Gnomes	8.00	12.00
Rabid Wombat	4.00	6.00
Radian Spirit	3.50	5.00
Raging Bull	40	100
Ragnar	10.00	15.00
Romirez DePietro	4.00	6.00
Romises Overdark	10.00	15.00
Rapid Fire	8.00	12.00
Raspurin Dreamweaver	10.00	15.00
Rebirth	4.00	6.00
Recall	7.00	10.00
Red Mana Battery	2.50	3.50
Reinforcement	3.50	5.00
Relic Bomer	4.00	6.00
Relic Bind	3.00	4.00
Remove Enchantments	1.00	2.00
Remove Soul	40	100
Reset	5.00	8.00
Revelation	6.00	8.00
Reverberation	10.00	15.00
Righteous Avengers	4.00	6.00
Ring of Immortals	10.00	15.00
Riven Turnbull	4.00	6.00
Rohgath of Kher Keep	12.00	18.00
Rubina Soulsinger	8.00	10.00
Rust	40	100
Sea King's Blessing	3.50	5.00
Seafarer's Quay	2.00	3.00
Seeker	1.00	2.00
Segovian Levathan	2.50	3.50
Seminal	5.00	8.00
Serpent Generator	8.00	10.00
Shelkin Brownie	40	100
Shield Wall	2.00	3.00



♂ Shmian Night Stalker	2.50	3.50
♂ Silhouette	3.50	5.00
♂ Sir Shandalar of Eberyn	4.00	6.00
♂ Swirls Scarzam	3.00	4.00
♂ Sol'kanar Swamp King	8.00	10.00
♂ Spectral Cloak	7.00	10.00
♂ Spinal Villain	12.00	18.00
♂ Spirit Link	7.00	10.00
♂ Spirit Shackles	4.00	1.00
♂ Spiritual Sanctuary	8.00	12.00
♂ Stanggo	5.00	8.00
♂ Storm Seeker	5.00	7.00
♂ Storm World	8.00	12.00
♂ Subdue	7.50	1.50
♂ Sunashan Falconer	4.00	6.00
♂ Sword of the Ages	20.00	30.00
♂ Syphon Soul	7.50	1.50
♂ Sylvan Library	4.00	6.00
♂ Sylvan Paradise	3.50	5.00
♂ Tabernacle of Pendrell Vale	10.00	18.00
♂ Takklemaggot	3.00	5.00
♂ Telekinesis	10.00	18.00
♂ Teleport	4.00	6.00
♂ Tempest Efreit	5.00	8.00
♂ Tetsuo Umezawa	12.00	18.00
♂ Thunder Spirit	15.00	25.00
♂ Time Elemental	10.00	15.00
♂ Tobin's Andron	3.00	5.00
♂ Tolano	3.50	5.00
♂ Tot Wauki	3.00	5.00
♂ Torsten Van Ursus	4.00	6.00
♂ Touch of Darkness	3.50	5.00
♂ Transmutation	4.00	1.00
♂ Trasnac Egg	5.00	8.00
♂ Tuknir Deathlock	8.00	12.00
♂ Tundra Wolves	4.00	1.00
♂ Typhoon	8.00	12.00
♂ Undertow	3.00	4.00
♂ Underworld Dreams	12.00	20.00
♂ Unholy Citadel	2.00	3.00
♂ Unrained Wilds	2.00	3.00
♂ Urborg	3.50	5.00
♂ Ur-Drago	8.00	12.00
♂ Vaevev's Asmadi	10.00	15.00
♂ Vampire Bots	1.50	4.00
♂ Venarian Gold	4.00	1.00
♂ Visions	3.00	4.00
♂ Voodoo Doll	6.00	10.00
♂ Walking Dead	4.00	1.00
♂ Walls of Calypso	4.00	1.00
♂ Wall of Dust	3.00	4.00
♂ Wall of Earth	4.00	1.00
♂ Wall of Heat	4.00	1.00
♂ Wall of Light	3.50	5.00
♂ Wall of Opposition	3.00	4.00



TOP TEN HOTTEST CARDS

4) Baron Sengir

A S/S flying beastie that taps to regenerate vampires, goes up a permanent +2/+2 whenever he kills something and is a good dancer? Good card. Toss in the fact that while he's a bit high in casting cost, black is a fast freakin' color.

● Wall of Putrid Flesh	3.50	5.00
■ Wall of Shadows	.40	1.00
● Wall of Tombstones	3.00	4.00
● Wall of Vapor	.40	1.00
● Wall of Wonder	2.00	3.00
● Whirling Dervish	5.00	8.00
● White Mono Battery	2.50	3.50
★ Willow Sayer	10.00	15.00
● Wounds of Change	4.00	6.00

WENT UP

★ Winter Blast	7.00	10 00
■ Wolvenna Park75	1 50
★ Wood Elemental	8.00	12 00
★ Wretched, The	10 00	15 00
Xtra Anen	8 00	12 00
■ Zephyr Falcon	40.	1 00

THE DARK

WIZARDS OF THE COAST, 1994

Full Set (119 cards)	\$150 00	. 250 00
Booster Pack (8 cards)	4 00	. 6 00
Booster Box (60 packs)	240 00	. 325 00

Name	Low	High
Amnesia	3.00	4.00
Angry Mob	3.00	5.00
Apprentice Wizard	.75	1.50
Asbes to Asbes	.15	.40
Ball Lightning	8.00	12.00
Banshee	1.50	2.50
Barl's Coge	4.00	6.00
Blood Moon	6.00	8.00
Blood of the Martyr	2.00	3.00
Bog Imp	.15	.40
Bog Rats	.15	.40
Bone Flute	1.00	2.00
Book of Rass	2.00	3.00
Brainwash	.15	.40
Brothers of Fire	1.00	2.00
Carnivorous Plant	.15	.40
Cave People	2.00	3.00
City of Shadows	4.00	6.00
Cleansing	5.00	8.00
Coal Golem	2.00	3.00
Curse Artifact	2.00	3.00
Dance of Many	3.50	5.00
Dark Heart of the Wood	.15	.40
Dark Sphere	3.50	5.00
Deep Water	.15	.40
Diabolic Machine	2.00	3.00
Drowned	.15	.40
Dust to Dust	.15	.40
Eater of the Dead	4.00	6.00
Electric Eel	1.50	2.50
Eyes of Deep Shadow	2.50	3.50
Erosion	.15	.40
Eternal Flame	3.50	5.00
Exorcist	6.00	10.00
Fallen, The	1.50	2.50
Fasting	1.50	2.50
Fellwar Stone	2.50	3.50
Festival	.15	.40
Fire and Brimstone	2.00	3.00
Fire Drake	1.50	2.50

■ Fissure	15	40
■ Flood	75	150
● Fountain of Youth	150	250
★ Frankenstein's Monster	800	1200
■ Gaea's Touch	75	150
■ Ghost Ship	15	40
■ Giant Shark	15	40
■ Goblin Caves	15	40
■ Goblin Digging Team	15	40
■ Goblin Hero	15	40
■ Goblin Rock Sled	15	40
■ Goblin Shrine	15	40
★ Goblin Wizard	600	800
★ Goblins of the Flag	15	40
★ Grave Robbers	500	800
★ Hidden Path	500	800
□ Holy Light	15	40
★ Inferno	400	600
■ Inquisition	15	40
★ Knights of Thorn	600	800
■ Land Leeches	15	40
■ Leviathan	500	800
● Living Armor	150	250
★ Lurker	400	600
★ Mana Clash	350	500
★ Mana Vortex	500	800
■ Marsh Gas	15	40
■ Marsh Goblins	15	40
■ Marsh Viper	15	40
☆ Mayrri's Cry	500	800
● Maze of Ith	700	1200
● Morkoff Assassin	400	600
★ Muid Bomb	300	400
■ Miracle Worker	15	40
└─ Morale	15	40
■ Muck Dwellers	15	40
★ Nameless Race	400	600
★ Necropolis	150	250
★ Nihil Silvani	400	600
● Orr Generator	250	350

WENT DOWN

HEAVILY TRADED

● People of the Woods	3 00	4 00
□ Pikeman	15	40
☆ Preacher	10 00	15 00
★ Psychic Allergy	4 00	6 00
★ Rag Man	4 00	6 00
● Reflecting Mirror	3 50	5 00
■ Rhipide	15	40
● Runesword	1 50	2 50
★ Safe Haven	3 00	4 00
■ Savaen Elves	15	40
● Scarecrow	3 50	5 00
★ Scarwood Bandits	5 00	8 00
■ Scarwood Goblins	15	40
● Scarwood Hawk	2 50	3 50
■ Scavenger Folk	15	40
★ Season of the Witch	5 00	8 00
● Sisters of the Flame	75	1 50
● Skull of Ozm	4 00	6 00
★ Sorrow's Path	3 00	4 00
● Spitting Slug	1 50	2 50
□ Squira	15	40
● Standing Stones	2 50	3 50
■ Stone Calendar	5 00	8 00
★ Sunkin City	15	40
● Tangle Kelp	1 50	2 50
● Tynador's Crusade	1 50	2 50
● Toimodi's Crypt	1 50	2 50
● Tower of Coreall	1 50	2 50
★ Tracker	6 00	8 00
● Uncle Istvan	1 50	2 50
● Venom	15	40
● Wand of Ith	3 00	4 00
● War Barge	3 50	5 00
■ Water Wurm	15	40
● Whippoorwill	2 50	3 50
☆ Witch Hunter	5 00	8 00
■ Word of Bending	15	40
★ Worms of the Earth	4 00	7 00
★ Woodward Treefolk	4 00	7 00

FALLEN EMPIRES

WIZARDS OF THE COAST 1994

Full Set (187 cards)	\$40.00	60.00
Booster Pack (8 cards)	.60	1.25
Booster Box (60 packs)	30.00	55.00

Item	Low	High
★ Aeolipile	1.00	2.00
★ Armor Thull	.10	40
★ Balm of Restoration	1.00	2.00
★ Basil Thull	.10	40
★ Bottomless Vault	2.50	4.00
★ Brynlaw Orcs	.10	40
★ Breeding Pit	1.00	2.00
☐ Combat Medals		
★ Conch Horn	.75	1.50
● Deep Spawn	.50	1.25
■ Delir's Cone	.10	40
★ Delir's Cube	.75	1.50
★ Derolok	1.00	2.00
★ Draconian Cylux	2.00	3.00
★ Dwarven Armor	2.00	3.00
★ Dwarven Catapult	.50	1.25
★ Dwarven Hoard	2.50	3.50
● Dwarven Lieutenant	.50	1.25
● Dwarven Ruins	.50	1.25
● Dwarven Soldier	.10	40
■ Ebon Profitor	3.00	5.00
■ Ebon Stronghold	.75	1.50
■ Elyan Fortress	.10	40
■ Elish Farmer	2.00	3.00
■ Elish Hunter	.10	40
★ Elyan Lynx	.75	1.50
★ Elish Scout	.10	40
☐ Farrel's Mantle	.50	1.25
☐ Farrel's Zealot	.10	40
☐ Feraline Priest	.10	40
● Feral Thollid	.75	1.50
★ Fungal Bloom	3.00	5.00
★ Goblin Chirurgeon	.10	40
★ Goblin Flotilla	2.00	3.00
■ Goblin Grenade	.10	40
■ Goblin Kites	.50	1.25
■ Goblin War Drums	.10	40
★ Goblin Winneaux	2.50	3.50
■ Hand of Elyan	4.00	6.00
● Haze Wood Battleground	.75	1.50
☐ Haze	.10	1.25
☐ High Tide	.10	40
★ Haze Trees	2.00	4.00
■ Haze	.10	40
● Haze (Spring)	.50	2.50
■ Haze Spawning Bed	.50	1.25
■ Homard Warrior	.10	40

♣ Hymn to Touroch	10	40
♣ Icahan Infantry	10	40
♣ Icahan Loveletters	10	40
☆ Icahan Lieutenant	2.00	3.00
♣ Icahan Moneychanger	10	40
♣ Icahan Philanax	50	1.25
♣ Icahan Priest	50	1.25
♣ Icahan Scout	10	40
☆ Icahan Skirmishers	2.50	4.00
★ Icahan Store	2.50	4.00
♣ Icahan Town	3.00	5.00
★ Implements of Sacrifice	1.00	2.00
♣ Imimates of the Ebon Hand	10	40
■ Messenger	10	40
■ Mindstab Thrull	10	40
■ Necrite	10	40
■ Night Soil	10	40
● Orash Captain	50	1.25
● Orash Spy	10	40
■ Orash Veteran	10	40
♣ Order of Leibur	10	40
♣ Order of the Ebon Hand	10	40
★ Orgg	2.00	3.00
● Reaching Party	50	1.25
★ Rainbow Vale	3.00	4.00
★ Ring of Renewal	2.00	3.00
★ River Merfolk	2.00	3.00
♣ Ruins of Trokor	75	1.50
★ Sand Slugs	1.50	2.50
● Seaskinger	1.25	2.00
● Soul Exchange	75	1.50
● Spant Shield	2.00	3.00
● Spore Cloud	10	40
● Spore Flower	50	1.25
● Svelumite Priest	50	1.25
■ Svelumite Temple	50	1.25
● Thalralit	10	40
● Thralid Devourer	50	1.25
● Thelon's Chant	50	1.25
★ Thelon's Curse	2.00	3.00
● Thelovita Drand	50	1.25
★ Thelovite Monk	2.00	3.00
■ Thorn Thralid	10	40
★ Thrull Champion	3.00	5.00
● Thrull Rationer	50	1.25
● Thrull Wizard	50	1.25
■ Tadan Flots	10	40
● Tide Influence	10	40
● Tournax's Chant	10	40
★ Tournax's Gate	2.00	3.00
● Viodvahn Knights	3.00	5.00
■ Viodvahn Mage	10	40
■ Viodvahn Soldiers	10	40
★ Viodvahn War Machine	3.00	5.00
★ Zelyon Sword	2.00	3.00

ICE AGE

WIZARDS OF THE COAST 1995

Full Set (383 cards)	5375.00	450.00
Starter Deck (60 cards)	10.00	16.00
Starter Box (10 decks)	90.00	150.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	90.00	125.00

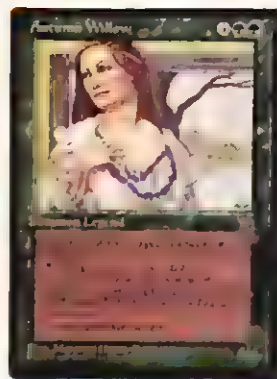
Name	Low	High
● Abyssal Specter	2.00	3.00
● Adarkor Sentinel	2.00	3.00
● Adarkor Unicorn	1.5	4.0
★ Adarkor Vipers	4.00	6.00
★ Ages of the Monk	4.00	6.00
● Aggression	2.00	3.00
Altar of Bone	4.00	6.00
● Amulet of Quetz	4.00	6.00
● Anarchy	2.00	3.00
□ Arctic Foxes	1.5	4.0
● Arcum's Strength	1.50	2.50
● Arcum's Warthovena	1.50	2.50
● Arcum's Whistle	1.50	2.50
● Arsonist's Aura	1.5	4.0
● Armor of Faith	1.5	4.0
● Arroyo's Ascent	1.5	4.0
● Ashen Ghoul	1.50	2.50
● Aurochs	1.5	4.0
● Avalanche	2.00	3.00
■ Balabanian Barbarians	1.5	4.0
■ Balabanian Plains	1.5	4.0
● Balabanian Swamp	1.50	2.50
★ Balabanian Hydra	6.00	8.00
● Balabanian Shaman	1.5	4.0
■ Balabanian Guards	1.5	4.0
■ Barbed Spatula	1.5	4.0
● Basin of Marble	2.00	3.00
■ Battle Cry	1.50	2.50
■ Battle Franny	1.5	4.0



price guide

● Binding Grass	2.00	3.00
○ Black Scarab	1.50	2.50
★ Blessed Wine	15	40
★ Blinking Spirit	5.00	7.00
★ Blizzard	4.00	6.00
○ Blue Scarab	1.50	2.50
■ Bone Shaman	15	40
■ Braustorm	15	40
★ Brand of Ill Omen	5.00	7.00
● Breath of Dreams	1.50	2.50
■ Brine Shaman	15	40
■ Brown Doppelganger	15	40
★ Brushland	4.00	6.00
■ Burnt Offering	15	40
★ Call to Arms	5.00	7.00
★ Caribou Range	5.00	7.00
★ Celestial Sword	4.00	6.00
★ Centaur Archer	1.50	2.50
★ Chaos Lord	5.00	7.00
★ Chaos Moon	5.00	7.00
■ Chromatic Armor	5.00	7.00
■ Chub Toad	15	40
□ Circle of Protection: Black	15	40
□ Circle of Protection: Blue	15	40
□ Circle of Protection: Green	15	40
□ Circle of Protection: Red	15	40
□ Circle of Protection: White	15	40
■ Clairvoyance	15	40
■ Cloak of Confusion	15	40
■ Cold Snap	2.00	3.00
● Conquer	2.00	3.00
□ Cooperation	15	40
■ Counterspell	15	40
★ Crown of the Ages	5.00	7.00
★ Curse of Morn Luge	5.00	7.00
★ Dance of the Dead	2.00	3.00
■ Dark Banishing	15	40
■ Dark Ritual	15	40
□ Death Ward	15	40
★ Delection	10.00	15.00
● Demonic Consultation	2.00	3.00
★ Despoiler Scepter	4.00	6.00
■ Diabolic Vision	2.00	3.00
■ Dire Wolves	15	40
□ Disenchant	15	40
★ Dread Wright	4.00	6.00
★ Dreams of the Dead	1.50	2.50
★ Drift of the Dead	2.00	3.00
□ Drought	2.00	3.00
★ Dwarf Army	5.00	7.00
■ Earthlink	15	40
■ Earthlore	15	40
★ Elder Druid	4.00	6.00
★ Elemental Augury	5.00	7.00
★ Elkin Bottle	4.00	6.00
□ Elvish Healer	15	40
★ Enduring Renewal	6.00	8.00
★ Energy Storm	5.00	7.00
■ Enervate	15	40
■ Errant Munition	15	40
■ Errantry	15	40
■ Essence Filter	15	40
■ Essence Flow	15	40
■ Essence Vortex	1.50	2.50
● Fanatical Fever	2.00	3.00
■ Fear	15	40
★ Fiery Justice	4.00	6.00
★ Fire Covenant	2.00	3.00
★ Flame Spirit	2.00	3.00
■ Flore	15	40
★ Flooded Woodlands	4.00	6.00
★ Flow of Maggots	5.00	7.00
★ Folk of the Pines	15	40
★ Forbidden Lore	4.00	6.00
★ Force Void	1.50	2.50
■ Forest	15	40
★ Forgotten Lore	1.50	2.50
★ Formation	5.00	7.00
★ Foul Familiar	15	40
★ Foxfire	15	40
★ Freyalise Supplicant	1.50	2.50
★ Freyalise's Charm	1.50	2.50
★ Freyalise's Winds	1.50	2.50
★ Fumarole	2.00	3.00

★ Fylo	15	40
● Fyndhorn Bow	1.50	2.50
■ Fyndhorn Bowcase	15	40
■ Fyndhorn Elder	2.00	3.00
■ Fyndhorn Elves	15	40
★ Fyndhorn Pollen	4.00	6.00
★ Game of Choss	5.00	7.00



TOP TEN HOTTEST CARDS

3) Autumn Willow

Another cool Legend! Autumn Willow is arguably one of the best creatures in the game. Aside from being a 4/4 in Magic's fastest color (take a bow green), she can't be targeted by anything! No spells, no area here/around last-effects, no nothing!

■ Gargantuan Zombies	15	40
■ Gaze of Pain	15	40
★ General Jarkeld	5.00	7.00
★ Ghostly Flame	6.00	8.00
■ Giant Growth	15	40
■ Giant Trap Door Spider	2.50	3.50
■ Glacial Chasm	2.00	3.00
★ Glacial Crevasse	4.00	6.00
■ Glacial Wall	1.50	2.50
■ Glaciers	4.00	6.00
■ Goblin Lyte	4.00	6.00
■ Goblin Mutant	2.00	3.00
■ Goblin Sappers	15	40
■ Goblin Ski Patrol	15	40
■ Goblin Snowman	2.00	3.00
■ Gorilla Pack	15	40
★ Gravebind	4.00	6.00
○ Green Scarab	1.50	2.50
■ Grizzled Wolverine	15	40
○ Hallowed Ground	1.50	2.50
★ Halls of Mist	4.00	6.00
■ Heal	15	40
★ Hecatombe	6.00	8.00
■ Hemehtia Talisman	1.50	2.50
○ Hippopotamus	1.50	2.50
■ Hoor Shade	15	40
★ Hot Springs	4.00	6.00
■ Howl from Beyond	15	40
■ Hurricane	1.50	2.50
■ Hydropterous Lemura	2.00	3.00
■ Hydroblast	15	40
★ Hymn of Rebirth	2.00	3.00
★ Ice Berg	2.00	3.00
■ Ice Cauldron	5.00	7.00
■ Ice Floe	2.50	4.00
■ Icequake	2.50	4.00
★ Icy Manipulator	9.00	15.00
★ Icy Prison	5.00	7.00
★ Illusionary Forces	15	40
★ Illusionary Presence	3.00	5.00
★ Illusionary Terrain	1.50	2.50
★ Illusionary Wall	15	40
★ Illusions of Grandeur	5.00	7.00
★ Imposing Visage	15	40
■ Incinerate	15	40
★ Infernal Darkness	5.00	7.00
★ Infernal Denizen	5.00	7.00
★ Infinite Hourglass	5.00	7.00
■ Intense	15	40
■ Island	15	40
★ Jester's Cap	18.00	30.00
★ Jester's Mace	12.00	20.00
★ Jeweled Amulet	2.00	3.00
★ Joltall Worm	2.00	3.00
★ Joltallpups	6.00	8.00
★ Jumper Order Druid	15	40
★ Justice	2.00	3.00

★ Karpulus Forest	4.00	6.00
★ Karpulus Giant	2.00	3.00
★ Karpulus Yeti	5.00	7.00
○ Karpulus Ranger	15	40
★ Karpulus Dead	15	40
○ Karpulus Elite Guard	2.00	3.00
★ Karpulus Frostbeast	2.00	3.00



TOP TEN HOTTEST CARDS

2) Icy Manipulator

What! Moving up almost to the pole position is the dreaded Icy, easily one of the best and most versatile cards in the game. Be it land, creature, artifact, something you control or something your opponent controls, the Icy can zap just about anything

○ Kjeldoran Guard	15	40
★ Kjeldoran Knight	5.00	7.00
★ Kjeldoran Phoenix	5.00	7.00
★ Kjeldoran Royal Guard	5.00	7.00
○ Kjeldoran Skycaptain	2.00	3.00
○ Kjeldoran Skyknight	15	40
○ Kjeldoran Warrior	15	40
★ Knights of Stromgold	1.50	2.50
○ Krovikan Elemental	2.00	3.00
○ Krovikan Fetsch	15	40
○ Krovikan Sorcerer	15	40
○ Krovikan Vampire	3.00	5.00
★ Land Cap	4.00	6.00
★ Lapis Lazuli Talisman	1.50	2.50
★ Lava Burst	15	40
★ Lava Tubes	4.00	6.00
★ Legions of Lim-Doll	15	40
○ Leshroc's Rage	1.50	2.50
○ Leshroc's Sigil	1.50	2.50
★ Lurgoyl	6.00	10.00
★ Lim-Doll's Cohort	15	40
★ Lim-Doll's Hex	1.50	2.50
★ Lightning Bolt	4.00	6.00
★ Last Order of Jarkeld	5.00	7.00
○ Lure	1.50	2.50
○ Maddening Wind	1.50	2.50
★ Magus of the Unseen	5.00	8.00
★ Malachite Talisman	1.50	2.50
★ Marion Stromgold	8.00	12.00
★ Mael	1.50	2.50
★ Melting	1.50	2.50
★ Mercenaries	3.00	5.00
★ Merleke Ri Benit	5.00	7.00
★ Mesmeric Trance	4.00	6.00
★ Meteor Shower	15	40
★ Mind Ravel	15	40
★ Mind Warp	2.50	3.50
★ Mind Whip	3.00	5.00
★ Minion of Leshroc	6.00	8.00
★ Minion of Tevess Szal	5.00	7.00
★ Mistfolk	15	40
★ Mole Worms	1.50	2.50
★ Monsoon	4.00	6.00
★ Moor Friend	15	40
★ Mountain	15	40
★ Mountain Goat	15	40
★ Mountain Titan	4.00	6.00
★ Mudslide	4.00	6.00
★ Mystic	5.00	7.00
★ Mystic Light	4.00	6.00
★ Mystic Remora	15	40
★ Nacre Talisman	1.50	2.50
★ Naked Singularity	5.00	7.00
★ Nature's Lore	1.50	2.50
★ Necropotence	5.00	7.00
★ Nemt	15	40
★ Oath of Lim-Doll	4.00	6.00

★ Onyx Talisman	1.50	2.50
★ Orkish Conquerors	1.50	2.50
★ Orkish Conscripts	15	40
★ Orkish Farmer	15	40
★ Orkish Healer	1.50	2.50
★ Orkish Librarian	4.00	6.00
★ Orkish Lumberjack	15	40
★ Orkish Squatters	4.00	6.00
★ Order of the Sacred Torch	5.00	7.00
★ Order of the White Shield	2.00	3.00
★ Pale Bears	3.00	5.00
★ Panic	15	40
★ Pentagram of the Ages	6.00	8.00
★ Pestilence Rats	15	40
★ Phantasmal Mount	2.00	3.00
★ Pit Trap	1.50	2.50
★ Plans	15	40
★ Polar Kraken	7.00	10.00
★ Portent	15	40
★ Power Sink	15	40
★ Pax	5.00	7.00
★ Prismatic Word	15	40
★ Pygmy Allosaurus	4.00	6.00
★ Pykrite	15	40
★ Pyroblast	15	40
★ Pyroclasm	2.00	3.00
★ Rally	15	40
★ Ray of Command	15	40
★ Ray of Enslavement	15	40
★ Reality Twist	5.00	8.00
★ Reclamation	4.00	6.00
★ Red Scarab	1.50	2.50
★ Regeneration	15	40
★ Rime Dryad	15	40
★ Ritual of Subdual	5.00	7.00
★ River Delta	4.00	6.00
★ Runed Arch	5.00	7.00
★ Sabretooth Tiger	15	40
★ Sacred Boon	1.50	2.50
★ Scaled Worm	15	40
★ Sea Spirit	2.00	3.00
★ Seizures	15	40
★ Seisoph	9.00	12.00
★ Shambling Strider	15	40
★ Shatter	15	40
★ Shield Bearer	15	40
★ Shield of the Ages	1.50	2.50
★ Shyft	5.00	7.00
★ Sibilant Spirit	5.00	7.00
★ Silver Erne	2.00	3.00
★ Skeleton Ship	5.00	7.00
★ Skull Catapult	2.00	3.00
★ Sleight of Mind	2.50	3.50
★ Snow-Covered Forest	15	40
★ Snow-Covered Island	15	40
★ Snow-Covered Mountain	15	40
★ Snow-Covered Plains	15	40
★ Snow-Covered Swamp	15	40
★ Snow Devil	15	40
★ Snow Fortress	5.00	7.00
★ Snow Hound	1.50	2.50
★ Snowblind	4.00	6.00
★ Snowfall	15	40
★ Snowfall	15	40
★ Solder Golem	4.00	6.00
★ Solder Machinist	1.50	2.50
★ Solder Simulacrum	1.50	2.50
★ Songs of the Damned	15	40
★ Soul Burner	1.50	2.50
★ Soul Burn	15	40
★ Soul Kiss	15	40
★ Spectral Shield	2.00	3.00
★ Spoils of Evil	4.00	6.00
★ Spoils of War	5.00	7.00
★ Staff of the Ages	4.00	6.00
★ Stampede	5.00	7.00
★ Stench of Evil	2.00	3.00
★ Stone Rn	15	40
★ Stone Spirit	1.50	2.50
★ Stonehands	15	40
★ Storm Spirit	5.00	7.00
★ Stormbind	5.00	7.00
★ Stormgold Cabot	4.00	6.00
★ Stunted Growth	4.00	6.00
★ Sulfurous Springs	4.00	6.00
★ Sunstone	1.50	2.50
★ Swamp	15	40
★ Swords to Plowshares	1.50	2.50
★ Tapon	15	40
★ Thermokast	1.50	2.50
★ Thoughtflesh	1.50	2.50
★ Thunder Wall	2.00	3.00
★ Timberline Ridge	4.00	6.00
★ Time Bomb	5.00	7.00
★ Tinder Wall	15	40



■ Tor Giant	1.5	4.0
★ Total War	4.0	6.0
● Touch of Death	1.5	4.0
● Touch of Vine	1.5	2.5
★ Trailblazer	4.0	6.0
● Underground River	4.0	6.0
● Updraft	1.5	2.5
● Urza's Basilisk	1.5	2.5
★ Veldt	4.0	6.0
● Venomous Breath	1.5	2.5
● Vertigo	1.5	2.5
★ Vexing Arcanix	5.0	7.0
★ Vibrating Sphere	4.0	6.0
● Walking Wall	2.5	3.5
● Wall of Lava	2.5	3.5
● Wall of Fine Needles	2.0	3.0
● Wall of Shields	2.0	3.0
● War Chariot	2.0	3.0
□ Warning	1.5	4.0
● Whalebone Gilder	1.5	2.5
○ White Scarab	1.5	2.5
● Whiteout	2.0	3.0
★ Wingo	5.0	7.0
■ Wild Growth	1.5	4.0
● Wind Spirit	2.0	3.0
Wings of Aesthir	2.0	3.0
★ Winter's Chill	5.0	7.0
● Withering Wisps	1.5	2.5
■ Woolly Mammoths	1.5	4.0
■ Woolly Spider	1.5	4.0
● Word of Blasting	1.5	2.5
● Word of Undoing	1.5	4.0
★ Wrath of Mant Lego	4.0	6.0
● Yavimaya Gnats	2.0	3.0
■ Zur's Weirlding	4.0	6.0
● Zuran Enchanter	1.5	4.0
■ Zuran Orb	3.0	5.0
★ Zuran Spellcaster	1.5	4.0

CHRONICLES

WIZARDS OF THE COAST- 1995

Full Set (125 cards)	\$70.00	... 100.00
Booster Pack (12 cards)	1.75	... 2.75
Booster Box (45 packs)	75.00	... 115.00

Name	Low	High
Abu Ja'far	1.00	2.00
Active Volcano	.15	.40
Akron Leg onnaire	2.50	3.50
Aladdin	4.00	6.00
Angelic Voices	3.00	5.00
Arcades Sabbath	5.00	8.00
Arena of the Ancients	3.00	5.00
Argothian Pixies	.15	.40
Ashnod's Altar	.25	.75
Ashnod's Transmogrifiant	.25	.75
Axelrod Gunnarson	3.00	5.00
Ayesha Tanaka	2.00	3.00
Azure Drake	.75	1.50
Banshee	.25	.75
Barl's Cage	1.50	2.50
Beasts of Bgardand	.75	1.50
Blood of the Martyr	.25	.75
Blood Moon	4.00	6.00
Bag Rats	.15	.40
Book of Ross	1.50	2.50
Boomerang	.15	.40
Bronze Horse	2.00	3.00
Cat Warriors	.15	.40
Chromium	5.00	8.00
City of Brass	5.00	8.00
Cocoon	1.50	2.50
Concordant Crossroads	4.00	6.00
Crow Giant	2.00	3.00
Cuumbaji Witches	.15	.40
Cyclone	2.00	4.00
D'Avanant Archer	.25	.75
Dakkon Blackblade	5.00	8.00
Dance of Many	2.00	3.00
Dandan	.15	.40
Divine Offering	.15	.40
Emerald Dragonfly	.15	.40
Enchantment Alteration	.25	.75
Ethnam Djinn	3.00	5.00
Fallen, The	.75	1.50
Fallen Angel	2.00	3.00
Feldon's Cone	.25	.75
Fire Drake	.75	1.50
Fishwer O.I.	.15	.40
Flash Food	.15	.40
Fountain of Youth	.25	.75
Gabriel Angelfire	4.00	6.00
Gauntlets of Chaos	4.00	6.00
Ghazban Ogre	.15	.40



TOP TEN HOTTEST CARDS

1) Jester's Cap

Ah well, with the Dual lands getting so pricey (and no longer legal for Type II tourney play), nothing could keep the evil Jester's Cap, which can tap and sacrifice to permanently remove three cards from a library, from taking the top slot.

■ Giant Slug	15	40
● Goblin Arrians	25	75
■ Goblin Digging Team	15	40
■ Goblin Shrine	15	40
■ Goblins of the Plains	15	40
■ Hasraan Ogreess	15	40
★ Hell's Caretaker	5.00	8.00
★ Horn of Deafening	2.50	4.00
□ Indestructible Aura	15	40
○ Ivory Guardians	75	1.50
★ Jalum Tome	1.00	2.00
★ Jeweled Bird	1.00	2.00
★ Johan	5.00	7.00
★ Juxtapose	2.50	3.50
★ Keepers of the Faith	15	40
■ Kei Takahashi	50	1.00
★ Land's Edge	4.00	6.00
★ Living Armor	75	1.50
■ Mawhuat Eldragon	75	1.50
■ Metamorphoses	15	40
■ Mountain Yeti	15	40
■ Nebuchadnezzar	4.00	6.00
■ N'ol Bolos	5.00	7.00
■ Obelisk of Undoing	3.00	5.00
■ Pallada-Mars	5.00	7.00
☆ Petra Sphinx	2.50	4.00
● Priamida Ozao	75	1.50
● Puppet Master	75	1.50
■ Rabid Wombat	1.50	2.50
★ Rakalle	1.50	2.50
● Recall	3.00	5.00
■ Remove Soul	15	40
□ Repentant Blacksmith	15	40
★ Reve anon	2.50	4.00
■ Rubina Soulsinger	4.00	6.00
■ Runesword	25	75
★ Safe Haven	1.50	2.50
■ Scavenger Folk	15	40
★ Sentinel	75	1.50
★ Serpent Generator	4.00	6.00
○ Shield Wall	75	1.50
● Shimion Night Stalker	75	1.50
■ Siviri Scrozm	50	1.00
■ Sol Katar the Swamp King	5.00	7.00
■ Strang	3.00	5.00
● Storm Seeker	1.50	2.50
● Tacklemaggot	1.50	2.50
★ Teleport	2.00	4.00
★ Tobias Andron	50	1.00
■ Tor Wooki	50	1.00
● Tormold's Crypt	25	75
■ Transmutator	15	40
★ Tricic Egg	3.00	4.00
★ Urza's Mine (4 versions)	15	40
★ Urza's Power Plant (4 ver.)	15	40
★ Urza's Tower (4 versions)	15	40
■ Vaevevis Asmod	5.00	7.00
★ Voodoo Doll	2.50	4.00
★ Wall of Heal	15	40
■ Wall of Opposion	75	1.50
■ Wall of Shadows	15	40
■ Wall of Vapor	15	40
■ Wall of Wonder	75	1.50
■ War Elephant	15	40

Witch Hunter	1 50	3.00
★ Wretched, The	5 00	7.00
Xira Anen	2 50	4 00
★ Yawgmuth Demon	3.00	5.00

HOMELANDS

WIZARDS OF THE COAST 1995

Full Set (140 cards)	\$120.00	160.00
Booster Pack (8 cards)	.175	2.75
Booster Box (60 packs)	90.00	150.00

Name	Low	High
Abbey Gargoyles	1.00	2.00
Abbey Matron (ver. 1)	15	50
Abbey Matron (ver. 2)	15	50
Aether Storm	2.00	3.00
Albion's Tower (ver. 1)	15	50
Albion's Tower (ver. 2)	15	50
Ambush	15	50
Ambush Party (ver. 1)	15	50
Ambush Party (ver. 2)	15	50
An-Howa Constable	2.00	4.00
An-Howa Inn	1.00	2.00
An-Howa Township	2.00	4.00
An-Zerin Ruins	3.00	5.00
Anabo Ancestor	2.00	4.00
Anabo Bodyguard (ver. 1)	15	50
Anabo Bodyguard (ver. 2)	15	50
Anabo Shaman (ver. 1)	15	50
Anabo Shaman (ver. 2)	15	50
Anabo Spirit (Coffer)	2.00	4.00
Apocalypse Chime	4.00	6.00
Autumn Willow	7.00	12.00
Aysan Abbey	2.00	4.00
Aysan Bureaucrats (ver. 1)	15	50
Aysan Bureaucrats (ver. 2)	15	50
Aysan Crusader	3.00	5.00
Aysan Highway	3.00	5.00
Back's Curse	2.00	4.00
Baron Sengir	2.00	12.00
Beast Walkers	3.00	5.00
Black Canage	3.00	5.00
Broken Village	3.00	5.00
Corapove (ver. 1)	15	50
Corapove (ver. 2)	15	50
Castle Sengir	3.00	5.00
Cemetery Gate (ver. 1)	15	50
Cemetery Gate (ver. 2)	15	50
Chern's Craters	3.00	5.00
Chandler	15	50
Clockwork Gnomes	15	50
Clockwork Steed	15	50
Clockwork Swarm	15	50
Coal Pail	15	50
Dark Maze (ver. 1)	15	50
Dark Maze (ver. 2)	15	50
Daughter of Autumn	3.00	6.00
Death Speakers	2.00	3.00
Didgendoo	3.00	5.00
Dragon Spell	1.00	2.00
Dry Spell (ver. 1)	15	50
Dry Spell (ver. 2)	15	50
Dwarven Pony	2.00	4.00
Dwarven Sea Lion	3.00	5.00
Dwarven Trader (ver. 1)	15	50
Dwarven Trader (ver. 2)	15	50
Ebony Rhino	15	50
Eron the Relentless	4.00	6.00
Exquisite	1.00	2.00
Faerie Noble	3.00	5.00
Faerie of the Unseen (ver. 1)	15	50
Faerie of the Unseen (ver. 2)	15	50
Faerie's Ban	3.00	5.00
Folk of Ardmore (ver. 1)	15	50
Folk of Ardmore (ver. 2)	15	50
Forget	2.00	4.00
Forgotten March	5	10
Ghost Hounds	2.00	3.00
Ghost Albaboss (ver. 1)	15	50
Ghost Albaboss (ver. 2)	15	50
Ghost Zebra	15	50
Giant Zebra	15	50
Giant Zebra (ver. 1)	15	50
Giant Zebra (ver. 2)	15	50
Giant Zebra (ver. 3)	15	50
Giant Zebra (ver. 4)	15	50
Giant Zebra (ver. 5)	15	50
Giant Zebra (ver. 6)	15	50
Giant Zebra (ver. 7)	15	50
Giant Zebra (ver. 8)	15	50
Giant Zebra (ver. 9)	15	50
Giant Zebra (ver. 10)	15	50
Giant Zebra (ver. 11)	15	50
Giant Zebra (ver. 12)	15	50
Giant Zebra (ver. 13)	15	50
Giant Zebra (ver. 14)	15	50
Giant Zebra (ver. 15)	15	50
Giant Zebra (ver. 16)	15	50
Giant Zebra (ver. 17)	15	50
Giant Zebra (ver. 18)	15	50
Giant Zebra (ver. 19)	15	50
Giant Zebra (ver. 20)	15	50
Giant Zebra (ver. 21)	15	50
Giant Zebra (ver. 22)	15	50
Giant Zebra (ver. 23)	15	50
Giant Zebra (ver. 24)	15	50
Giant Zebra (ver. 25)	15	50
Giant Zebra (ver. 26)	15	50
Giant Zebra (ver. 27)	15	50
Giant Zebra (ver. 28)	15	50
Giant Zebra (ver. 29)	15	50
Giant Zebra (ver. 30)	15	50
Giant Zebra (ver. 31)	15	50
Giant Zebra (ver. 32)	15	50
Giant Zebra (ver. 33)	15	50
Giant Zebra (ver. 34)	15	50
Giant Zebra (ver. 35)	15	50
Giant Zebra (ver. 36)	15	50
Giant Zebra (ver. 37)	15	50
Giant Zebra (ver. 38)	15	50
Giant Zebra (ver. 39)	15	50
Giant Zebra (ver. 40)	15	50
Giant Zebra (ver. 41)	15	50
Giant Zebra (ver. 42)	15	50
Giant Zebra (ver. 43)	15	50
Giant Zebra (ver. 44)	15	50
Giant Zebra (ver. 45)	15	50
Giant Zebra (ver. 46)	15	50
Giant Zebra (ver. 47)	15	50
Giant Zebra (ver. 48)	15	50
Giant Zebra (ver. 49)	15	50
Giant Zebra (ver. 50)	15	50
Giant Zebra (ver. 51)	15	50
Giant Zebra (ver. 52)	15	50
Giant Zebra (ver. 53)	15	50
Giant Zebra (ver. 54)	15	50
Giant Zebra (ver. 55)	15	50
Giant Zebra (ver. 56)	15	50
Giant Zebra (ver. 57)	15	50</

★ Joven's Tools	3.00	5.00
★ Koskun Falls	2.00	4.00
★ Koskun Keep	3.00	5.00
■ Labyrinth Minotaur (ver. 1)	.15	.50
■ Labyrinth Minotaur (ver. 2)	.15	.50
■ Leaping Lizard	.15	.50
☆ Leeches	3.00	5.00
★ Marmoth Harness	2.00	4.00
★ Mayban	4.00	6.00
■ Memory Lapse (ver. 1)	.15	.50
■ Memory Lapse (ver. 2)	.15	.50
■ Merchant Scroll	.15	.50
■ Mesa Falcon (ver. 1)	.15	.50
■ Mesa Falcon (ver. 2)	.15	.50
★ Mystic Decree	4.00	6.00
★ Nanhai	3.00	5.00
● Orish Mime	2.00	3.00
★ Pamel Order	6.00	10.00
□ Prophecy	.15	.50
→ Raskha the Slayer	1.50	2.50
■ Reef Pirates (ver. 1)	.15	.50
■ Reef Pirates (ver. 2)	.15	.50
■ Renewal	.15	.50
● Retribution	1.50	2.50
★ Rypeka, Wizard Savant	3.00	5.00
● Root Spider	2.00	3.00
● Roots	2.00	3.00
■ Roterothopar	.15	.50
★ Rysonan Badger	3.00	5.00
□ Samite Alchemist (ver. 1)	.15	.50
□ Samite Alchemist (ver. 2)	.15	.50
● Sea Sprite	1.00	2.00
● Sea Trill	1.00	2.00
★ Senger Autocrat	5.00	7.00
■ Senger Bats (ver. 1)	.15	.50
■ Senger Bats (ver. 2)	.15	.50
☆ Sento Aviary	5.00	7.00
→ Sento Beshory	.15	.50
→ Sento Inquisitors	1.00	2.00
→ Sento Paladin	.15	.50
→ Sengatun Arrows	.15	.50
■ Shink (ver. 1)	.15	.50
■ Shink (ver. 2)	.15	.50
★ Sogatha the Falconer	3.00	5.00
● Spruce Beams	2.00	3.00
★ "Summer" Friends	3.00	5.00
■ Torture (ver. 1)	.15	.50
■ Torture (ver. 2)	.15	.50
□ Trade Caravan (ver. 1)	.15	.50
□ Trade Caravan (ver. 2)	.15	.50
☆ Truce	3.00	5.00
★ Veldrone of Senger	3.00	5.00
★ "We" Keep	3.00	5.00
■ Willow Fence (ver. 1)	.15	.50
■ Willow Fence (ver. 2)	.15	.50
★ Willow Priestess	3.00	5.00
★ Winter Sky	3.00	5.00
● Wizards' School	2.00	4.00

SPECIAL OFFERS

★ Aero	6.00	10.00
★ Giant Redeye	6.00	10.00
★ Atlantic	7.30	10.00
★ Atlantic	6.00	10.00
★ Atlantic	6.00	10.00
★ Windseeker Centaur	6.00	10.00

FACTORY SETS

41' 6" x 10' 3" x 4' 3" 303,000

This set is known as the "Domestic Edition" Cards

This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal.

†† $\frac{1}{2}$ Bay's estimate for β_1 . See 2nd code

Known as the "International Edition," this set

Known as the "International Edition," this set is the same as above except the cards have "International Collectors Edition" on them. Cards are also not tournament legal. \$30 (unrated)

41 *; Pendergast, R. J. 1964	57.77	75.00
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This set contains two 60 card Revised starter decks, 30 counters and a Revised checklist.

41 53 4th Edition, Boxed Set	\$ 2.00	25.00
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This set contains two 60 card Fourth Edition starter decks, 30 counters and a Fourth Edition checklist.

Decks 30 countries and a four-in-one checklist

TQ QUEST

price guide

BLOOD WARS

Full Set (334 cards)	\$275.00	350.00
Starter Deck (50 cards)	8.00	10.00
Starter Box (10 dual decks)	75.00	100.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

Assassination Plot	5.00	8.00
Chaos Beast	4.00	6.00
Lady of Pain	25.00	35.00
Shield Maidens of Odin	4.00	6.00
Tiamat	5.00	8.00

FACTS & FANTASY

Full Set (134 cards)	\$40.00	60.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

PROXY & PONY

Full Set (134 cards)	\$40.00	60.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

CROW, THE

Full Set (105)	\$75.00	125.00
Booster Pack (15 cards)	2.75	3.25
Booster Box (36 packs)	90.00	110.00

DOXIE

Full Set (200 cards)	\$50.00	70.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (12 decks)	70.00	100.00

SHIELD & SWORD

COLUMBIA GAMES 1995		
Full Set (400 cards)	\$70.00	90.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	95.00	110.00

DOOMSDAY

Full Set (337 cards)	\$275.00	350.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	85.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

Alchemist the Cunning	7.00	10.00
Cardinal Dominic	7.00	10.00
Crenshaw the Hominator	7.00	10.00
Nimrod Autocannon	5.00	8.00
Personal Anti-Personnel Mines	7.00	10.00

INQUINATOR

HEARTBEATER 1995		
Full Set (170 cards)	\$175.00	225.00
Booster Pack (8 cards)	2.00	2.50
Booster Box (36 packs)	95.00	130.00

DRAGON DR

Full Set (86 dice)	\$100.00	150.00
Starter Game (18 dice)	19.00	3.00
Starter Box (12 games)	115.00	140.00
Dragon Shield (50 spell cards)	10.00	13.00
Battle Ground (1 mat)	10.00	13.00
Unlisted common dice	20	40
Unlisted uncommon dice	75	150
Unlisted rare dice	1.50	2.50

Assassin	R 2.00	4.00
Black Dragon Drake	R 2.00	4.00
Black Dragon Wyrm	R 2.00	4.00
Blue Dragon Drake	R 2.00	4.00
Blue Dragon Wyrm	R 2.00	4.00
Champion	R 2.00	4.00
Conjurer	U 1.50	3.00
Conqueror	R 2.00	4.00
Crack-Shot	R 2.00	4.00
Deadeye	R 2.00	4.00

Death Mage	R 3.00	5.00
Eagle Knight	R 2.00	4.00
Enchanter	R 3.00	5.00
Father	R 2.00	4.00
Hedge Wizard	U 1.50	2.50
Harold	R 2.00	4.00
Infirmary	R 2.00	4.00
Leopard Rider	R 2.00	4.00
Mammoth Killer	R 2.00	4.00
Marauder	R 2.00	4.00
Meatman	R 3.00	5.00
Red Dragon Drake	R 2.00	4.00
Red Dragon Wyrm	R 2.00	4.00
Sharpshooter	R 2.00	4.00
Swampster	P 2.00	4.00
Thunderbolt	J 1.50	2.50
Warlord	R 2.00	4.00
Wizard	R 3.00	5.00
Wyvern Rider	P 2.00	4.00

Primo Dice

Dragonlord	R 10.00	15.00
Dragonmaster	R 15.00	20.00
Kings Die	R 10.00	15.00

MONSTERS & AMULETS EXPANSION

Full Set (135 dice)	\$100.00	150.00
Kings Die	6.00	7.00
Kings Box (12 packs)	70.00	80.00
Unlisted common dice	25	50
Unlisted uncommon dice	1.50	2.50
Unlisted rare dice	3.00	5.00

Beholder	R 4.00	6.00
Centaur	R 4.00	6.00
Chimera	R 4.00	6.00
Hydra	R 4.00	6.00
Medusa	R 4.00	6.00
Oracle	R 4.00	6.00
Visionary	U 2.00	3.00

TACTICS: METEORO-1315

Full Set (300 cards)	\$60.00	80.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (12 decks)	75.00	110.00

TECHNICS OF THE FURY

MEDALLION SIMULATIONS 1995		
Full Fury Set (69 cards)	\$30.00	50.00
Fire Starter Deck (65 cards)	8.00	10.00
Fire Starter Box (10 decks)	75.00	100.00
Fire Booster Pack (15 cards)	2.50	3.00
Fire Booster Box (36 packs)	85.00	110.00
Full Fury Set (57 cards)	30.00	50.00
Fury Starter Deck (65 cards)	8.00	12.00
Fury Starter Box (10 decks)	75.00	100.00
Fury Booster Pack (15 cards)	2.50	3.00
Fury Booster Box (36 packs)	85.00	110.00

FLIGHTS OF FANTASY

Full Set (108 cards)	\$25.00	50.00
Booster Pack (10 cards)	1.75	2.50
Booster Box (36 packs)	60.00	80.00

GALEATIC IMPRES

Full Set (440)	\$165.00	200.00
Starter Deck (55 cards)	8.00	9.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (12 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

Dragon Hatching	R 4.00	6.00
Dragon Lair	R 4.00	6.00
Moon Dragoness	R 5.00	8.00
Monster Overstrike	R 3.00	5.00
Sanctifying Dragoness	R 3.00	5.00

COMPANION GAMES 1995

Full Set (209 cards)	\$75.00	125.00
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Booster Pack (12 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00

GANGLAND!

CORNBURG 1996		
Starter Set (170 cards)	\$175.00	200.00

GRIDIRON

PRECEDENCE, UPPER DECK 1995		
Full Hobby Set (306 cards)	\$180.00	300.00
Full Retail Set (306 cards)	180.00	300.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	75.00	95.00
Booster Pack (15 cards)	2.00	3.00
Booster Box (48 packs)	95.00	145.00

GUARDIANS

FFG 1995		
Full Set (287 cards)	\$150.00	250.00
Starter Deck (60 cards)	58.00	10.00
Starter Box (10 decks)	75.00	95.00
Booster Pack (14 cards)	2.50	3.00
Booster Box (36 packs)	90.00	100.00
Control Destiny	U 1.50	3.00
Death	R 4.00	6.00
Dragon Wing Lord	R 3.00	5.00
Grand Avatar	R 3.00	5.00
The Smoke Spirit	U 1.50	3.00

DAKOTA 1ST EXPANSION

Full Set (120 cards)	\$80.00	120.00
Booster Pack (14 cards)	2.50	2.75
Booster Box (36 packs)	80.00	95.00

Champs the Wonder Dog	R 4.00	6.00
Elkador, Mighty Wizard	R 4.00	6.00
Farmer Brown	R 3.00	5.00
Santa's Bear Sled	C 1.50	2.50
Supermodel	C 1.00	2.00

MERESY: KINGDOM COME

Full Set (374 cards)	\$175.00	300.00
Starter Deck (60 cards)	9.00	11.00
Starter Box (12 decks)	85.00	100.00
Booster Pack (15 cards)	2.75	3.25
Booster Box (36 packs)	90.00	110.00

HIGHLANDER

Full Set (165 cards)	\$150.00	250.00
Starter Deck (52 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (15 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00

Amanda	R 4.00	6.00
Connor McLeod	R 7.00	10.00
Duncan McLeod	R 7.00	10.00
Helena	R 4.00	6.00
Richie Ryan	R 6.00	8.00

HIGHLANDER: THE MOVIE

Full Set (300 cards)	\$200.00	300.00
Booster Pack (15 cards)	2.25	2.75
Booster Box (36 packs)	70.00	90.00

HYDRONIAN GATES

Full Set (450 cards)	\$200.00	300.00
Starter Deck (110 cards)	8.00	10.00
Starter Box (6 dual decks)	45.00	60.00
Booster Pack (12 cards)	2.25	3.00
Booster Box (36 packs)	80.00	110.00

Ancient Gate Redemption	50.00	75.00
Angel Storm	20.00	30.00
Winning	20.00	30.00

ILLUMINATI: NEW WORLD

ORDER UNLIMITED EDITION

STEVE JACKSON GAMES 1994

Card names are printed in gold		
Full Set (412 cards)	\$400.00	500.00
Factory Set (450 cards)	65.00	75.00
Starter Deck Dual Pack (110)	18.00	20.00
Starter Box (15 dual decks)	90.00	100.00
Booster Pack (15 cards)	3.00	4.00
Booster Box (36 packs)	100.00	140.00
Unlisted common cards	20	40
Unlisted uncommon cards	75	150
Unlisted rare cards	2.50	3.50

Blitzkrieg	R 3.25	4.00
C.I.A.	R 3.25	4.00
Cyborg Soldiers	R 3.25	4.00
Elvis	R 3.25	4.00
Germany	R 3.25	4.00
Han's Blam	R 3.25	4.00
Italy	R 3.25	4.00
Mafia, The	R 3.25	4.00
Men In Black, The	R 3.25	4.00
N.S.A.	R 3.25	4.00
Perpetual Motion Machine	R 3.25	4.00
Polsters	R 3.25	4.00
Shroud of Tunn	R 3.25	4.00
Saulturner	R 3.25	4.00
Sublimals	R 3.25	4.00
Texas	R 3.25	4.00
Underground newspapers	R 3.25	4.00
Unmusked!	R 3.25	4.00

ILLUMINATI: NEW WORLD ORDER UNLIMITED EDITION

Card names are printed in various colors		
Full Set (412 cards)	\$250.00	350.00
Starter Deck Dual (110 cards)	8.00	10.00
Starter Box (15 dual decks)	30.00	50.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00
Single cards are 50 to 100% of limited equivalents		

ASSASSINS EXPANSION

Full Set (100 cards)	\$75.00	125.00
Booster Pack (8 cards)	1.30	1.50
Booster Box (60 packs)	70.00	85.00

JAMES BOND 007

Full Set (231 cards including 10 rare chase cards)	\$125.00	200.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	75.00	95.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00

Deshay Cocaine Factory	R 6.00	8.00
Hidden Agenda	R 6.00	8.00
Jaws	R 4.00	6.00
Octopussy	R 4.00	6.00
Stop Heron Flow	R 6.00	8.00



JYHAD-ASTRID THOMAS

JYHAD

Full Set (438 cards)	\$300.00	400.00
Starter Deck (76 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (19 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

KULT

Full Set (250 cards)	\$150.00	225.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	75.00	95.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00

LAST CRUSADE, THE

Full Set (300 cards)	\$120.00	200.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	80.00	100.00
Booster Pack (12 cards)	1.75	2.50



price guide

William (Wuborg)	U	1.50	3.00
Will of Sauron, The	R	3.00	6.00
Will of the King, The	R	3.00	6.00
Witch-king of Angmar	R	7.00	10.00
Wizard's Fire	R	3.00	6.00
Wizard's Flame	U	2.00	4.00
Wizard's Laughier	U	2.00	4.00
Wizard's Ring	U	2.00	4.00
Wizard's River-horses	U	2.00	4.00
Wizard's Voice	R	3.00	6.00
Woodman	U	.75	1.00
Words of Power and Terror	R	3.00	6.00
Woses of Old Pike-hand	R	1.50	3.00
Woses of the Dragoon Forest	U	.75	1.00

MORTAL KOMBAT

Full Set (300 cards)	200.00	300.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (10 decks)	70.00	100.00
Booster Pack (15 cards)	2.50	2.75
Booster Box (36 packs)	80.00	95.00

ON THE LOOSE

ATLAS GAMES-1994		
Full Set (269 cards)	\$125.00	200.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

Asha Ryder	R	3.00	5.00
Constance D'Aubaine	R	2.00	3.00
Cyril Doros	R	3.00	5.00
Deborah Gnerson	R	3.00	4.00
Haveni Shogassami	R	2.00	4.00

CUT-UPS PROJECT EXPANSION

ATLAS GAMES-1995		
Full Set (117 cards)	\$70.00	100.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

SHADOWS EXPANSION

Full Set (117 cards)	\$70.00	100.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

FIRELORDS

ATLAS GAMES-1995		
Full Set (153)	\$100.00	150.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

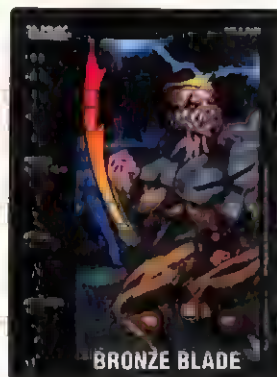
ONE ON ONE HOCKEY CHALLENGE

PLAYOFF-1995		
Full Set (330 cards)	\$250.00	400.00
Starter Deck (50 cards)	9.00	11.00
Starter Box (8 decks)	70.00	85.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00
Unlisted commons (1-110)	10	50
Unlisted uncommons (111-220)75	2.00
Unlisted rares (221-330)	2.00	4.00

The URB and URS rarities denote Ultra Rare cards found only in booster packs and Ultra Rare cards found only in starter decks, respectively

2 Paul Kariya	C	1.00	2.00
34 Sergei Fedorov	C	.75	1.50
50 Wayne Gretzky	C	2.00	3.00
55 Patrick Roy	C	.75	1.50
76 Eric Lindros	C	2.00	3.00
78 Jaromir Jagr	C	1.00	2.00
79 Mario Lemieux	C	1.50	2.50
100 Pavel Bure	C	1.00	2.00
105 Jim Carey	C	.75	1.50
114 Paul Kariya	U	3.00	5.00
135 Jeremy Roenick	U	1.50	2.50
137 Peter Forsberg	U	2.00	4.00
144 Sergei Fedorov	U	2.00	4.00
169 Wayne Gretzky	U	5.00	8.00

166 Patrick Roy	U	2.00	4.00
182 Eric Lindros	U	4.00	7.00
185 Jaromir Jagr	U	3.00	5.00
186 Mario Lemieux	U	4.00	6.00
195 Brett Hull	U	1.50	2.50
204 Felix Potvin	U	1.50	2.50
207 Pavel Bure	U	3.00	5.00
213 Jim Carey	U	2.00	4.00
223 Paul Kariya	URB	20.00	40.00
224 Todd Kygiert	URS	3.00	6.00
226 Ray Bourque	URB	7.00	12.00
228 Cam Neely	URB	7.00	12.00
229 Adam Oates	URB	7.00	12.00
232 Bob Sweeney	URS	3.00	6.00
236 Jeremy Roenick	URB	10.00	18.00
239 Peter Forsberg	URB	18.00	25.00
241 Owen Nolan	URB	5.00	8.00
242 Joe Sakic	URS	5.00	12.00
248 Kevin Hatcher	URS	3.00	6.00
250 Mike Modano	URB	5.00	8.00
252 Paul Coffey	URS	7.00	12.00
253 Sergei Fedorov	URS	20.00	30.00
259 Doug Weight	URB	3.00	5.00
263 Rob Niedermayer	URS	3.00	6.00
266 Geoff Sanderson	URS	3.00	6.00
269 Wayne Gretzky	URB	60.00	100.00
274 Patrick Roy	URB	20.00	40.00
275 Martin Sturges	URB	15.00	25.00
281 Scott Stevens	URS	3.00	6.00
283 Bryan Leach	URB	3.00	5.00
284 Mark Messier	URB	8.00	12.00
286 Luc Robitaille	URS	6.00	8.00
288 Jim Paek	URS	3.00	6.00
291 Rod Brind Amour	URS	3.00	6.00
294 Eric Lindros	URB	50.00	90.00
297 Jaromir Jagr	URS	30.00	50.00
298 Mario Lemieux	URB	40.00	80.00
302 Amyrthe	URB	5.00	8.00
305 Geoff Courtnall	URS	3.00	6.00
307 Brett Hull	URB	15.00	25.00
311 Petr Klima	URS	3.00	6.00
313 Paul Ysebaert	URB	3.00	5.00
315 Doug Gilmour	URB	8.00	12.00
316 Pavol Bure	URB	20.00	30.00
318 Alexander Mogilny	URS	8.00	12.00
323 Keith Jones	URS	3.00	6.00
329 Teemu Selanne	URB	10.00	18.00
330 Alexei Zhornitsky	URS	8.00	12.00



BRONZE BLADE

POWERCARDZ-BRONZE BLADE

ATLAS GAMES-1995		
Full Series 1 (160 cards)	\$40.00	60.00
Starter Deck (A & B-50 cards)	7.00	9.00
Starter Box (12 decks)	70.00	90.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

ATLAS GAMES-1995		
Full Set (190 cards)	\$60.00	80.00
Starter Deck (50 cards)	9.00	10.00
Starter Box (12 decks)	100.00	115.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00
Power Primer (one starter deck + three booster packs)	15.00	18.00

Full Set 300 cards	\$90.00	125.00
Starter Deck (50 cards)	7.00	9.00
Starter Box (12 decks)	70.00	90.00

Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

WHITE WOLF-1995

Full Set (321 cards)	\$200.00	275.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (24 packs)	45.00	55.00
Unlisted commons	20	40
Unlisted uncommons	1.00	2.00

Alaskan Wolf Hunt	R	2.50	3.50
Alexander ThunderRage	UR	25.00	35.00
Alas	R	2.50	3.50
Allomonde Ratkin	R	2.50	3.50
Alison Kashana	U	3.00	5.00
Anna Klumstu	R	3.00	5.00
Anna's Eyes of the Sun-Palfrey	U	2.50	3.50
Antenne Teardrop	U	2.50	3.50
Auriga Grahil	R	3.00	5.00
Baler's Gaze	R	2.50	3.50
Blood-on-the-Wind	R	2.50	3.50
Body-Wreck	R	2.50	3.50
Bones of Sholar Hind	R	2.50	3.50
Boilcap of Sholkey Mac	R	3.00	5.00
Broken Lamb	C	2.50	3.50
Bron Mac Fionn	R	3.00	5.00
Buggerhead	U	2.50	3.50
Careful Strike	U	2.50	3.50
Carla Grimsom	U	2.50	3.50
Canonous	U	2.50	3.50
Charging Bull	U	3.00	5.00
Circular Attack	R	2.50	3.50
Close the Bawn	R	2.50	3.50
Coup de Grace	R	3.00	5.00
Deranged Makole	R	2.50	3.50
Disembowelment	R	2.50	3.50
Drunk Revelry	R	2.50	3.50
Elder Stone	U	2.50	3.50
Elder Vampire	R	3.00	5.00
Enail Rend	R	2.50	3.50
Eyes of the Cobra	U	2.50	3.50
Faerie Kim	R	2.50	3.50
Fang Dagger	R	5.00	7.00
Fast Strike	R	2.50	3.50
Feather of the Phoenix	R	2.50	3.50
Fenn's Bite	R	2.50	3.50
Flower of Aphrodite	R	2.50	3.50
Frenzy	U	2.50	3.50
Gaia's Vengeance	R	4.00	6.00
Gangre! Ally	R	3.00	5.00
Geas	U	2.50	3.50
Gone Hunt the Hound	U	2.50	3.50
Get Mad	UR	6.00	8.00
Gib Tongue	R	2.50	3.50
Golgor Fangs-First	R	3.00	5.00
Golf Mac Moama	U	2.50	3.50
Grand Maw	R	3.00	5.00
Greyfri's Lament	R	3.00	5.00
Grek Twice-Tongue	U	2.50	3.50
Greylist	U	2.50	3.50
Grimfang	R	3.00	5.00
Growth-of-Moon	U	2.50	3.50
Guides to Truth	R	2.50	3.50
Hammer Dearth	UR	25.00	35.00
Havana Gloom	R	3.00	5.00
Head Wound	U	2.50	3.50
Imperium	R	2.50	3.50
Income Sigil	R	2.50	3.50
Jack Debit	UR	25.00	35.00
Jacky Gecko	C	2.50	3.50
Jalsha of the Thousand Masks	R	3.00	5.00
Kelly Still Waters	UR	25.00	35.00
Kirkfolk: Environmental Activist	R	2.50	3.50
Kirkfolk: Small Town Cop	R	2.50	3.50
Kirkfolk: Soldier of Fortune	R	3.00	5.00
Kirkfolk: TV Reporter	R	2.50	3.50
Kirkfolk: Veterinarian	R	3.00	5.00
Klout Stinger	UR	25.00	35.00
Klout	R	2.50	3.50
Knife Wind	R	3.00	5.00
Lamun	U	3.00	5.00
Leukippes	UR	25.00	35.00
Lone Wolf Lupo	UR	25.00	35.00
Lord Abrecht	U	2.50	3.50
Lucky Blow	R	2.50	3.50
Luna's Links	R	2.50	3.50
Lunar Eclipse	R	3.00	5.00
Mam	R	3.00	5.00
Mangle	R	2.50	3.50
Man Cobah	U	2.50	3.50
Master of the Pack	R	3.00	5.00
Matnarch Mourning	R	3.00	5.00
More Hide	R	2.50	3.50

Moon Sign	R	2.50	3.50
Monher High-Mountain	R	3.00	5.00
Mother Lassa	R	3.00	5.00
Nephthys Mu'at	U	2.50	3.50
Orin Mac Gaelach	UR	25.00	35.00
Old Red Eagle	UR	25.00	35.00
Old Storm-Chaser	U	3.00	5.00
Old Wolf of the Woods	UR	25.00	35.00
Peace of Nature	R	3.00	5.00
Pearl River	R	3.00	5.00
Pentax Refinery	R	4.00	6.00
Piper, The	R	2.50	3.50
Portable Computer	R	3.00	5.00
Progenitor Mage	R	3.00	5.00
Quoting the Lutan	U	2.50	3.50
Remove Gaid's Blessing	U	2.50	3.50
Rite of Investiture	R	3.00	5.00
Roar of Storms	U	2.50	3.50
Roger Daly	R	3.00	5.00
Samuel Haight	R	2.50	3.50
Sands of Sleep	R	2.50	3.50
Scratches-at-Fleas	U	2.50	3.50
Shogeka Hunter Moon	UR	25.00	35.00
Shogun	R	4.00	6.00
Shu Hanus	UR	25.00	35.00
Silhouette	R	2.50	3.50
Silver Ammo	R	2.50	3.50
Sister Judith Paws-of-Light	U	2.50	3.50
Skandancer	R	4.00	6.00
Sneak Attack	U	2.50	3.50
Song Chang	U	2.50	3.50
Song of the Great Beast	R	3.00	5.00
Son of Moonlight	U	2.50	3.50
Spear of Deceit	R	2.50	3.50
Spine Crushed	R	2.50	3.50
Spirit Drain	R	2.50	3.50
Stand-Like-Mountain	C	2.50	3.50
Surprise Ally	R	2.50	3.50
Survivor	R	2.50	3.50
Susan Anthony	C	2.50	3.50
Taking the Death Blow	R	2.50	3.50
Teeth-of-Titanium	U	2.50	3.50
Thomas Kachina	C	2.50	3.50
Thunder Tiger	U	2.50	3.50
Tobal War	R	3.00	5.00
True Silverheels	C	2.50	3.50
Uktena Wymfba	R	4.00	6.00
Umbrales Escape	R	2.50	3.50
Walks-with-Might	R	3.00	5.00
War Point of Wahay Ohni	R	2.50	3.50
Whelp Body	U	2.50	3.50
Wisdom of the Seer	R	3.00	5.00
Wym Skin	R	2.50	3.50
Wym Slayer, Rinn Garou	R	3.00	5.00
Wym Taint	R	2.50	3.50
Yun Tvarvich	UR	25.00	35.00
Zochary Ellison	U	2.50	3.50

WHITE WOLF-1995

Full Set (90 cards)\$70.00	...125.00
Booster Pack (12 cards)2.00	..2 50
Booster Box (36 packs)70.00	...85 00
Unlisted common cards ...	15	.. 40
Unlisted uncommon cards	75	.. 1.25

Sees-through-Stars	R	1.00	2.00
Step Sideways	U	1.50	2.50
Shakey Mac	R	2.00	3.00
Stuck Sideways	R	1.00	2.00
Summer Country	UR	10.00	15.00
Umbra Wave	R	2.00	3.00
Wahyo-Onni	R	1.50	2.50
Wyldstorm	R	2.50	3.50

WHITE WOLF-1995

Full Set (186 cards including 6 ultra-rare chase cards)	\$150.00	175.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (24 packs)	50.00	60.00
Unlisted common cards	15	40
Unlisted uncommon cards	75	1.50
Unlisted rare cards	2.00	3.00

Alonzo Montoya	R	4.00	6.00
Amelia	R	2.00	4.00
Beast-of-War	U	1.25	2.00
Breath of the Defiled	R	3.00	5.00
Coern of Rhythmic	R	3.00	5.00
Coern of the Blood God	R	3.00	5.00
Coern of the Unwashed Child	R	3.00	5.00
Chainsaw	R	3.00	5.00
Charniac's Tusk	UR	12.00	20.00
Count Vladimir Rustavich	UR	18.00	25.00
Cult Leader	R	2.00	4.00
Defiler	U	1.25	2.00
Eater-of-Souls	U	1.25	2.00
Enker	R	3.00	5.00
FBI Investigator	R	2.00	4.00
Friends in High Places	U	1.25	2.00
General, The	R	4.00	6.00
Gloide Child	U	1.25	2.00
Heart Breaker	R	3.00	5.00
Hunts at Night	U	1.25	2.00
Incarna Avatar	R	2.00	4.00
Kills the Weak	U	1.25	2.00
Kiss of the Wym	R	3.00	5.00
Lotania the Tempess	U	1.25	2.00
Longtooth Soulliker	R	4.00	6.00
Lord of the Realm	R	2.00	4.00
Mage's Tolisman	R	5.00	7.00
Mallies	UR	12.00	20.00
Mookmaw	UR	12.00	20.00
Morgen	R	2.00	4.00
Mr. Iguauna	U	1.25	2.00
Pentax Executive & Urmousne	R	2.00	4.00
Priest	U	1.25	2.00
Psychotic Hallucination	R	2.00	4.00
Psychotic Stalker	R	2.00	4.00
Red Alert	U	1.25	2.00
Red-Headed Stepchild	R	3.00	5.00
Renegade Werewolf Hunter	U	1.25	2.00
Rent Assunder	R	3.00	5.00
Roar of the Wym	U	1.25	2.00
Skin of the Halbound	U	2.00	4.00
Snickers	U	1.25	2.00
Spiritual Revelation	R	2.00	4.00
Subjugation of Gola	U	1.25	2.00
Survival Nut	U	1.25	2.00
Sybil	U	1.25	2.00
Taorink	R	3.00	5.00
Telemarketing Campaign	U	1.50	2.50
T.F. MacNeil	R	3.00	5.00
Togo of Dymusius	U	1.25	2.00
Totem Form	R	2.00	4.00
Trinity Nine Caern	UR	12.00	20.00
Vampire Blood	R	3.00	5.00
Zhyznok	UR	12.00	20.00

WINTERMISTHRAID

FALUS GAME DESIGN-1995		
Full Set (300 cards)	\$200.00	250.00
Starter Deck (50 cards)	7.00	9.00
Starter Box (6 dual decks)	80.00	100.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	70.00	90.00

WINTERMISTHRAID

Full Set (336 cards)	\$200.00	300.00
Starter Deck (80 cards)	9.00	10.00
Starter Dual Set (160 cards)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00
Unlisted very common cards	10	30
Unlisted common cards	20	75
Unlisted uncommon cards	1.00	2.00

Alkman, Troy	R	7.00	10.00
Allen, Marcus	U	2.00	3.00

Ballard, Howard	R	2.00	3.00
Bennett, Cornelius	R	3.00	5.00
Bennett, Edgar	R	3.00	4.00
Bennett, Tony	R	2.00	3.00
Bernsine, Rob	R	2.00	3.00
Bledsoe, Drew	U	7.00	10.00
Bono, Steve	C	.75	1.50
Brown, Chad	R	2.00	3.00
Brown, Dave	C	.50	1.00
Brown, Gary	U	1.50	2.50
Brown, Lomas	R	2.00	3.00
Brown, Tim	R	3.00	5.00
Bruce, Isaac	C	.75	1.50
Buchanan, Ray	R	2.00	3.00
Burnett, Rob	R	2.00	3.00
Cortes, Ben	R	3.00	5.00
Corway, Curtis	C	.75	1.50
Cunningham, Randall	U	2.00	3.00
Del Rio, Jack	R	2.00	3.00
Differ, Trent	U	2.00	3.00
Dishman, Cris	R	2.00	4.00
Ellard, Henry	R	2.00	4.00
Elway, John	R	6.00	8.00
Esoson, Boomer	C	.50	1.00
Everett, Jim	U	1.50	2.50
Faulk, Marshall	R	12.00	18.00
Fina, John	R	2.00	3.00
Floyd, William	U	1.50	2.50
Fryar, Irving	R	2.00	4.00
Fuller, William	R	2.00	3.00
George, Jeff	R	6.00	8.00
Green, Darrell	R	2.00	3.00
Greene, Kevin	R	4.00	6.00
Haley, Charles	R	3.00	5.00
Hampilton, Rodney	C	.75	1.50
Hanks, Merton	R	3.00	5.00
Harbough, Jim	U	1.50	2.50
Harvey, Ken	R	2.00	3.00
Hearst, Garrison	U	1.50	2.50
Hoard, Leroy	R	3.00	4.00
Hopkins, Brad	R	2.00	3.00
Hustler, Jeff	C	.50	1.00
Hurst, Maurice	R	3.00	5.00
Ivin, Michael	R	6.00	8.00
Ismael, Rocket	R	2.00	4.00
Jackson, Greg	R	2.00	3.00
Johnson, Charles	U	1.50	2.50
Johnson, D.J.	R	3.00	4.00
Jones, Sean	R	2.00	3.00
Kelly, Jim	R	5.00	8.00
Kirby, Terry	R	3.00	4.00
Lewis, Ma	R	2.00	3.00
Lloyd, Greg	R	5.00	8.00
Manna, Dan	R	12.00	20.00
Martin, Tony	U	1.50	2.50
Martin, Wayne	R	2.00	3.00
Mathis, Terance	R	3.00	4.00
McDonnell, Terry	R	2.00	3.00
McDuffie, O.J.	U	1.50	2.50
McGlockton, Chester	R	2.00	3.00
Means, Natrone	R	4.00	6.00
Miller, Anthony	R	3.00	4.00
Mims, Chris	R	2.00	3.00
Mirer, Rick	U	1.50	2.50
Mitchell, Scott	C	.25	.75
Moon, Warren	R	4.00	6.00
Moore, Herman	R	5.00	8.00
Morton, Ken	R	4.00	6.00
Novacek, Jay	R	3.00	5.00
O'Donnell, Neil	C	.75	1.50
O'Neal, Leslie	R	2.00	3.00
Parmalee, Bernia	C	.75	1.50
Penimann, Brett	U	1.50	2.50
Pickers, Carl	U	2.50	3.50
Randle, John	R	2.00	3.00
Reed, Andre	R	3.00	5.00
Rhett, Eric	C	1.50	2.50
Rice, Jerry	R	8.00	12.00
Road, Willie	R	2.00	3.00
Sanders, Barry	R	7.00	10.00
Scott, Dwayne	R	4.00	6.00
Searcy, Leon	R	2.00	3.00
Seau, Junior	R	4.00	6.00
Shuler, Heath	U	2.50	3.50
Sloka, Chris	R	2.00	3.00
Smith, Bruce	R	3.00	5.00
Smith, Neil	R	2.00	4.00
Snubbsfield, Dana	R	2.00	3.00
Taylor, John	R	3.00	5.00
Thomas, William	R	2.00	3.00
Tuinei, Mark	R	2.00	3.00
Tunbull, Renaldo	R	2.00	3.00
Tumar, Eric	R	2.00	3.00
Vincent, Troy	R	2.00	3.00
Wallace, Steve	R	2.00	3.00
Warren, Chris	R	4.00	6.00

Webb, Richmond	R	2.00	3.00
Whira, Reggie	R	4.00	6.00
Whitfield, Bob	R	2.00	3.00
Widell, Doug	R	2.00	3.00
Williams, Aeneas	R	2.00	3.00
Williams, David	R	2.00	3.00
Williams, Harvey	C	.50	1.00
Wolford, Wil	R	2.00	3.00
Wooden, Terry	R	2.00	3.00
Woodson, Rod	R	4.00	6.00
Woolford, Donnell	R	2.00	3.00
Yong, Steve	R	8.00	12.00
Zordich, Michael	R	2.00	3.00

WINTERMISTHRAID

DONRUSS-1996		
Full Set (98 cards)	\$50.00	75.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00

Allen, Terry	R	2.00	3.50
Bettis, Jerome	U	1.00	2.00
Blake, Jeff	U	2.00	3.00
Carrier, Mark	R	1.50	2.50
Carter, G-Jana	R	3.00	5.00
Clark, Vinnie	R	1.50	2.50
Collins, Kerry	U	2.50	3.50
Davis, Terrell	U	1.50	2.50
Favre, Brett	UR	7.00	12.00
Galloway, Joey	R	4.00	6.00
Green, Eric	U	2.00	3.00
Harper, Ahn	UR	2.50	3.50
Howard Desmond	R	1.50	2.50
Kaufman, Napoleon	U	.75	1.50
Jayner, Seth	R	2.00	3.00
Martin, Curtis	C	1.00	2.50
Metzold, Eric	U	1.50	3.00
Morris, Barn	U	1.00	2.50
Poup, Bryce	UR	3.00	5.00
Potts, Roosevelt	R	1.50	2.50
Rison, Andre	R	2.00	3.00
Salomon, Rashoon	R	4.00	6.00
Sanders, Dawn	UR	7.00	12.00
Sanders, Frank	R	2.00	3.00
Sargent, Kevin	R	2.50	3.50
Smith, Emmitt	UR	8.00	15.00
Stewart, Kordall	UR	5.00	7.00
Thomas, Henry	R	1.50	2.50
Watters, Rocky	UR	2.50	3.50
Westbrook, Michael	U	2.00	3.00
Wheatley, Tyrone	U	1.00	2.00



SHADOWFIST-DIM MAK

SHADOWFIST

DAEDALUS GAMES-1995		
Full Set (325 cards)	\$200.00	275.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (36 packs)	85.00	110.00

Diako	R	1.00	18.00
Homo Omega	R	12.00	20.00
Kinsavia House	R	10.00	15.00
Soul Mace	R	10.00	15.00
Zheng Yi Quan	R	12.00	18.00

DAEDALUS GAMES-1995

Full Set (140 cards)	\$75.00	125.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Furious George	R 7.00	12.00

Ice Pagoda	R	7.00	10.00
Ice Shards	R	7.00	10.00
Ting Ting	R	8.00	12.00
Zebotetho	R	8.00	12.00

CONCEPT

MAYFAIR GAMES-1995		
Full Set (517 cards)	\$300.00	350.00
Starter Deck (60 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	60.00	80.00

CONCEPT

MAYFAIR GAMES-1996		
Full Set (120 cards)	\$14.00	16.00
Starter Dual Deck (120 cards)	14.00	16.00
Starter Box (six dual decks)	80.00	90.00

SPILLING

TSR-1994		
Full 1st Ed. Set (445 cards including 25 booster exclusive cards)	\$150.00	225.00
1st Ed. Starter Deck (110 cards)	8.00	10.00
1st Ed. Starter Box (six dual decks)	450.00	60.00
1st Ed. Booster Pack (15 cards)	1.25	1.50
1st Ed. Booster Box (36 packs)	40.00	50.00
Full No Ed. Set (400-cards Only)		
No Ed. Starter Deck (55 cards)		
No Ed. Starter Box (10 decks)		
Full 2nd Edition Set (420 cards)	140.00	200.00
2nd Ed. Starter Deck (110 cards)	8.00	10.00
2nd Ed. Starter Box (six dual decks)	45.00	60.00
2nd Ed. Booster Pack (15 cards)	1.50	1.75
2nd Ed. Booster Box (36 packs)	50.00	60.00
Invisibility	1.50	2.50
Midnight Goddess of Magic	1.50	2.50
Potion of Freebreathing	1.50	2.50
Sage!	1.50	2.50
Secret	1.50	2.50

MAYFAIR GAMES-1996

TSR-94		
Full Set (100 cards)	\$80.00	110.00
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00

EMERGENCY RESPONSE

TSR-994		
Full Set (125 cards including 25 booster-exclusive cards)	\$75.00	100.00
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00

FORGOTTEN REALMS

TSR-1994		
Full Set (125 cards includes 25 booster-exclusive cards)	\$90.00	130.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

ARTIFACTS EXPANSION

Full Set 100 cards	\$60.00	80.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

EMERGENCY RESPONSE

Full Set (125 cards)	\$75.00	100.00
Booster Pack (12 cards)	2 25	2 50
Booster Box (36 packs)	75 00	90 00



price guide



STAR TREK: THE NEXT GENERATION KLINGON RIGHT OF VENGEANCE

STAR TREK: THE NEXT GENERATION LIMITED

DECIPHER 1994

Full Set (363 cards)	\$750.00	1,000.00
Starter Deck (60 cards)	18.00	25.00
Starter Box (12 decks)	200.00	300.00
Booster Pack (15 cards)	8.00	12.00
Booster Box (36 packs)	250.00	400.00
Unlisted common cards	.30	.60
Unlisted Common Personnel cards	.75	1.50

Cards are black-bordered.

Albert Einstein	R	5.00	8.00
Alexander Rozhenko	U	1.25	2.00
Alidar Jarok	R	5.00	8.00
Alien Groupie	R	3.50	5.00
Alien Parasites	U	1.50	2.50
Alien Probe	U	1.50	2.50
Alyanna Nechayev	R	4.00	6.00
Alyssa Ogawa	U	1.25	2.00
Amenda Rogers	U	1.50	2.50
Amanee	U	1.25	2.00
Ancient Computer	R	8.00	12.00
Anti-Time Anomaly	R	6.00	10.00
Armas-Skin of Evil	R	8.00	12.00
Auto-Destruct Sequence	C	1.50	2.50
Avent Disaster	R	4.00	6.00
Bo'et	U	2.25	3.00
B'Etor	R	10.00	15.00
Barclay's Protoplasmic Disease	R	6.00	10.00
Beatzoid Gift Box	R	8.00	12.00
Beverly Crusher	R	18.00	25.00
Bochra	U	2.25	3.00
Bok	U	1.25	2.00
Borg Ship	R	12.00	20.00
Bynors Weapon Enhancement	R	7.00	10.00
Cloaked Mission	U	1.50	2.50
Cosmic String Fragment	U	1.25	2.00
Cross	R	8.00	12.00
Crystalline Entity	R	6.00	8.00
Cultural Observation	R	3.50	5.00
Cytherans	R	4.00	6.00
Datra	R	30.00	40.00
Deanna Troi	R	20.00	30.00
Devil, The	R	7.00	10.00
Davinnori Ral	U	1.50	2.50
Devosax	R	8.00	12.00
Distortion Field	U	1.50	2.50
Distortion of Continuum	U	2.25	3.00
Divok	C	1.50	2.50
Dr. La Forge	R	5.00	7.00
Dr. Leah Brahms	R	5.00	7.00
Dr. Seker	U	1.50	2.50
Dukathi	C	1.50	2.50
Duros	R	8.00	12.00
El-Adrel Creature	U	1.50	2.50
Engineering Kit	C	1.50	2.50
Etna Jal	U	1.50	2.50

Evolution	U	1.50	2.50
Evaluate Terraforming	R	4.00	6.00
Exocomp	U	1.25	2.00
Explore Black Cluster	R	2.50	3.50
Explore Dyson Sphere	R	3.50	5.00
Explore Typhoon Exposure	R	3.25	4.00
Expose Covert Supply	U	1.50	2.50
Extraction	R	5.00	8.00
Federation Outpost	C	1.25	2.00
Fek'lv	U	1.50	2.50
First Contact	U	1.50	2.50
Fleet Admiral Shanthi	U	1.50	2.50
Full Planet Scan	U	2.25	3.00
Gaps in Normal Space	U	1.25	2.00
Genetic Replicator	U	2.25	3.00
Geordi La Forge	R	18.00	25.00
Goddess of Empathy	R	5.00	8.00
Gowron	R	12.00	18.00
Graphic Mane	U	1.50	2.50
Hagath	R	8.00	12.00
Hagath Bates	U	1.25	2.00
Hagath Phineas	U	1.25	2.00
Hagath Pulse	U	1.50	2.50
Minor Challenge	R	5.00	8.00
Hagath	R	12.00	18.00
Hagath	R	12.00	18.00
Hunt for DNA Program	R	3.50	5.00
Huntara Ship	U	2.25	3.00
Hyper Aging	U	1.50	2.50
I.K.C. Banters	R	8.00	10.00
I.K.C. Blunk	R	7.00	10.00
I.K.C. Hagath	R	7.00	10.00
I.K.C. K'Var	C	1.50	2.50
I.K.C. Plugh	R	7.00	10.00
I.K.C. Quilvet	R	7.00	10.00
Iconia Investigation	R	3.50	5.00
Incoming Message-Federation	U	3.25	4.00
Incoming Message-Klingon	U	2.25	3.00
Incoming Message-Romulan	U	2.25	3.00
Interphase Generator	R	8.00	12.00
Investigate Alien Probe	R	4.00	6.00
Investigate Disappearance	R	4.00	6.00
Investigate Disturbance	R	4.00	6.00
Investigate Massacre	R	4.00	6.00
Investigate Raid	R	3.50	5.00
Investigate Rogue Comet	R	3.25	4.00
Investigate "Shattered Space"	R	3.50	5.00
Investigate Sighting	R	2.50	3.50
Investigate Time Continuum	R	3.50	5.00
Ishora Yar	U	2.25	3.00
Jaglor Shrek-Info Broker	R	5.00	8.00
Jean-Luc Picard	R	40.00	60.00
Jenna D'Sora	U	1.50	2.50
Jo'Brit	U	1.25	2.00
Kahless	R	6.00	10.00
Kargan	R	5.00	8.00
K'Ehleyr	R	7.00	10.00
Kel	U	1.50	2.50
Kevin Uxbidge	U	1.50	2.50
Khazara	R	8.00	12.00
Klinter Research	R	3.50	5.00
Kivas Fajo-Collector	U	2.25	3.00
Klingon Death Yell	R	6.00	10.00
Koroth	U	1.50	2.50
Korris	U	1.50	2.50
Ktarian Game	R	4.00	6.00
Kurak	R	5.00	8.00
Kurian Naikos	R	8.00	12.00
Kum	R	7.00	10.00
K'Vada	U	1.25	2.00
L'Kor	U	1.25	2.00
Leah Brahms	U	5.00	8.00
Life-Form Scan	U	1.50	2.50
Lost Patients	R	8.00	12.00
Loat's Fingernail	R	7.00	10.00
Lumi	R	10.00	15.00
Luxanna Troi	R	8.00	12.00
McKnight	C	1.50	2.50
Medical Rebel	P	3.50	5.00
Medical Recorder	C	1.25	2.00
Mercenary Ship	R	6.00	10.00
Murk	C	2.25	3.00
Morgan Bateson	J	1.50	2.50
Mot the Barber	P	5.00	8.00
Murk	U	1.50	2.50
Murk	U	1.50	2.50
Murk	P	6.00	8.00
Murk	C	2.25	3.00
Near Warp Transport	J	1.25	2.00
Nesla Doren	R	8.00	12.00
Neutral Servo Device	R	1.50	2.50
New Contact	R	3.50	5.00
Nikolai Pozhenko	U	1.50	2.50
Nimnam Metal Painters	U	2.25	3.00
Nogah Sathe	U	1.50	2.50
Nogah	U	1.50	2.50

Null Space	U	1.50	2.50
Nutritional Shields	U	1.25	2.00
N'Vek	U	1.25	2.00
Oren	U	2.25	3.00
Pardek	U	2.25	3.00
Pitrem	U	1.50	2.50
Pegasus Search	R	3.50	5.00
Pi	R	5.00	8.00
Planter Site	U	1.50	2.50
Partial Guard	U	1.25	2.00
Q	R	10.00	15.00
Q2	U	3.50	5.00
Radioactive Garbage Scow	U	1.50	2.50
Raise the Stakes	U	1.25	2.00
Rebel Encounter	U	1.50	2.50
Reginald Barclay	R	8.00	12.00
Relief Mission	C	1.25	2.00
REM Fatigue Hallucinators	U	2.25	3.00
Restore Errant Moon	U	2.25	3.00
Richard Galen	R	5.00	8.00
Riva	U	1.50	2.50
Ro Loren	R	8.00	12.00
Rogo Donor	R	10.00	15.00
Sarek	R	10.00	15.00
Sengenka	R	4.00	6.00
Sanhong Plunder	R	3.25	4.00
Satelek	R	7.00	10.00
Secret Salvage	U	1.50	2.50
Seek Life-Form	R	3.50	5.00
Sela	R	10.00	15.00
Shaka, When the Walls Fell	U	1.50	2.50
Shelby	R	7.00	10.00
Sir Isaac Newton	R	8.00	12.00
Sono Kokam	U	1.50	2.50
Soren	U	1.50	2.50
Strategic Diversion	U	1.25	2.00
Study "Hole in Space"	R	3.25	4.00
Study Lonka Pulsar	R	3.50	5.00
Study Nebula	R	3.50	5.00
Supernova	R	7.00	10.00
Survey Mission	R	4.00	6.00
Talbot	U	1.25	2.00
Tam Elburn	R	6.00	10.00
Tarellian Plague Ship	U	1.50	2.50
Tasho Yar	R	10.00	15.00
Tebak	U	1.25	2.00
Telepathic Alien Kidnappers	U	2.25	3.00
Temporal Causality Loop	R	4.00	6.00
Temporal Rift	U	1.50	2.50
Test Mission	C	1.25	2.00
Thomas Riker	R	12.00	18.00
Thought Maker	R	10.00	15.00
Time Travel Pod	R	5.00	8.00
Tokath	U	1.50	2.50
Tomalak	R	7.00	10.00
Taq	U	1.25	2.00
Tark	U	1.50	2.50
Toral	U	1.25	2.00
Toreth	R	6.00	10.00
Tox Ulthar	R	8.00	12.00
T'Pan	U	1.50	2.50
Transwarp Conduit	U	1.25	2.00
Traveler, The: Transcendence	U	2.25	3.00
Tsalkovsky Infection	R	4.00	6.00
Two-Dimensional Creatures	U	2.25	3.00
U.S.S. Brittan	R	8.00	12.00
U.S.S. Enterprise	R	30.00	50.00
U.S.S. Excelsior	C	1.50	2.50
U.S.S. Galaxy	C	1.50	2.50
U.S.S. Hood	R	8.00	12.00
U.S.S. Phoenix	R	8.00	12.00
U.S.S. Sutherland	U	2.50	3.50
U.S.S. Yamato	R	8.00	12.00
Yagh	U	1.50	2.50
Varon-T Disruption	R	8.00	12.00
Vash	R	8.00	12.00
Vulcan Mindmeld	U	1.25	2.00
Vulcan Stone of Gol	R	12.00	18.00
Warp Core Breach	R	3.50	5.00
Wesley Crusher	R	18.00	25.00
William T. Riker	R	20.00	30.00
Wind Dancer	R	4.00	6.00
Wolf	R	20.00	30.00
Wormhole Negotiations	R	4.00	6.00

STAR TREK: THE NEXT GENERATION UNLIMITED

DECIPHER-1995

Full Set (363 cards)	\$225.00	300.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (12 decks)	80.00	110.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00

Cards are white-bordered.

Single cards are worth 25 to 35% of limited equivalents.

ALTERNATE UNIVERSE EXPANSION SET

DECIPHER-1995

Full Set (121)	\$70.00	100.00
Booster Pack (15 cards)	2.75	3.25
Booster Box (36 packs)	90.00	110.00

Cryoslate	R	7.00	10.00
Deviant Door	R	10.00	15.00
Future Enterprise	UR	30.00	60.00
Governor Wolf	R	10.00	18.00
U.S.S. Enterprise C	R	6.00	10.00

STAR WARS

DECIPHER-1995

Full Set (324 cards)	350.00	450.00
Starter Deck (60 cards)	9.00	10.00
Starter Deck Box (10 decks)	90.00	100.00
Booster Pack (15 cards)	3.00	3.50
Booster Box (36 packs)	95.00	120.00
Unlisted common cards	15	50

A Disturbance in the Force	U	1.50	2.50
Admiral Motti	R	2.00	4.00
Affect Mind	R	4.00	6.00
Alderaan	R	4.00	6.00
Alderaan	U	1.00	2.00
Alter	U	1.50	2.50
Alter	U	1.50	2.50
Assault Rifle	R	2.00	4.00
A Tremor in the Force	U	1.50	2.50
Bantha	U	1.00	2.00
Bagger	R	4.00	6.00
Ben Lars	U	1.00	2.00
Ben Stew	U	1.00	2.00
Biggs Darklighter	R	5.00	8.00
Black 2	R	4.00	6.00
Black 3	U	1.50	2.50
Blast Door Controls	U	1.00	2.00
Blaster Rack	U	1.50	2.50
Blaster Scope	U	1.50	2.50
Boosted TIE Blaster Cannon	U	1.50	2.50
Boring Conversation Anyway	R	4.00	6.00
BoShek	U	1.50	2.50
C-3PO	R	18.00	35.00
Callar	U	1.00	2.00
Cantina Brawl	R	4.00	6.00
Charming to the Last	R	2.00	4.00
Chief Bast	U	1.50	2.50
Circle is Now Complete	R	4.00	6.00
Colonel Wulff Yularen	U	1.50	2.50
Commander Praji	U	1.00	2.00
Corellian Corvette	U	1.00	2.00
Crash Site Memorial	U	1.50	2.50
Dantooine	U	1.50	2.50
Dantooine	U	1.50	2.50
Dark Collaboration	R	4.00	6.00
Dark Hours	U	1.00	2.00
Dark Jedi Lightsaber	U	1.50	2.50
Dark Jedi Presence	R	4.00	6.00
Darth Vader	R	25.00	50.00
Darth Vader	L	1.50	2.50
Death Star: Central Core	U	1.00	2.00
Death Star: DBCR	U	1.00	2.00
Death Star: Lvl 4 M.I. Cor	U	1.50	2.50
Death Star Plans	R	4.00	6.00
Death Star Sentry	U	1.50	2.50
Death Star: Trash Comp.	U	1.50	2.50
Death Star: War Room	U	1.00	2.00
Demoman	R	2.00	4.00
Devastator	R	10.00	15.00
Dye Igeon	R	2.00	4.00
Disarmed	R	4.00	6.00
Disarmed	R	4.00	6.00
Djas Pahr	R	2.00	4.00
Don't Get Cocky	R	4.00	6.00
Dr. Evazon	R	4.00	7.00
DS-61-2	U	1.50	2.50
DS-61-3	R	4.00	6.00
Dutch	R	4.00	6.00
EG-6	U	1.00	2.00
Elis Heiot	U	1.00	2.00
Emergency Deployment	U	1.50	2.50
Empire's Back, The	U	1.50	2.50
Escape Pod	U	1.00	2.00
Evacuate?	U	1.00	2.00
Expand the Empire	R	4.00	6.00
Eyes in the Dark	U	1.50	2.50
Fear Will Keep Them In Line	R	2.00	4.00
Felippen Trevogg	U	1.50	2.50
Figma Pahr	U	1.00	2.00
SD6-RA-7	R	4.00	6.00
Force is Strong With This One	R	2.00	4.00
Full Scale Alert	U	1.00	2.00
Full Throttle	R	2.00	4.00
Garrison	R	2.00	4.00

General Dodonna	U	1.50	2.50	Sense	U	1.50	2.50	Alou, Moises	R	2.00	4.00	Worrell, Todd	R	2.00	3.00
General Tagge	R	3.00	5.00	Sense	U	1.50	2.50	Aggier, Kevin	R	2.00	3.00				
Gift of the Mentor	R	4.00	6.00	Skywalkers	R	4.00	7.00	Ayala, Bobby	R	2.00	3.00	TOWERS IN TIME			
Gold 1	R	2.00	4.00	Solo Han	R	3.00	5.00	Boerra, Carlos	R	4.00	6.00	TUJHDER CASTLE GAMES-1995			
Gold 5	R	2.00	4.00	Spaceport Speeders	U	1.00	2.00	Bogwell, Jeff	U	2.50	3.50	Full Set (210 cards)	\$90.00	150.00
Grand Moff Tarkin	R	10.00	18.00	Special Modifications	U	1.50	2.50	Bell, Derek	R	2.00	3.00	Starter Deck (55 cards)	7.00	8.00
Gravel Storm	U	1.00	2.00	Sundown	U	1.50	2.50	Belle, Albert	R	8.00	12.00	Starter Box (12 decks)	65.00	80.00
Han's Back	U	1.00	2.00	Tactical Re-Call	R	2.00	4.00	Bichette, Dante	R	3.00	4.00	Booster Pack (8 cards)	1.25	1.75
Han's Heavy Blaster Pistol	R	4.00	7.00	Tagge Seeker	R	2.00	4.00	Boggs, Wade	R	3.00	4.00	Booster Box (60 packs)	75.00	100.00
Han Seeker	R	3.00	5.00	Targeting Computer	U	1.50	2.50	Bonds, Barry	R	6.00	10.00				
Han Solo	R	20.00	40.00	Tarkin Seeker	R	2.00	4.00	Bonilla, Bobby	U	1.50	2.50				
Help Me Obi-Wan Kenobi	R	4.00	7.00	Tatooine Contina	R	2.00	4.00	Boone, Bret	R	2.00	3.00				
How Did We Miss This?	U	1.00	2.00	Tatooine Contina	R	2.00	4.00	Brantley, Jeff	R	2.00	3.00	ULTIMATE COMBAT!			
Hydroponics Station	U	1.00	2.00	Tatooine, Lars' Moisture Farm	U	1.00	2.00	Canseco, Jose	U	1.50	2.50	ULTIMATE GAMES-1995			
I Find Your Disturbing	R	4.00	6.00	Tatooine, Mos Eisley	U	1.00	2.00	Carter, Joe	R	3.00	5.00	Full Set (150 cards)	\$75.00	110.00
I Have You Now	R	2.00	4.00	Tatooine, Obi-Wan's Hut	R	4.00	6.00	Clark, Will	R	3.00	4.00	Starter Deck (60 cards)	7.00	9.00
I've Lost Artoo!	U	1.50	2.50	Thank the Maker	R	2.00	4.00	Clemens, Roger	U	7.50	1.50	Starter Box (10 decks)	70.00	90.00
Imperial-Class Star Destroyer	U	1.50	2.50	This is All Your Fault	U	1.50	2.50	Coleman, Vince	R	2.00	3.00	Booster Pack (15 cards)	2.00	3.00
Into Chute, Flyboy	R	2.00	4.00	TIE Advanced x1	U	1.00	2.00	Conne, Jeff	U	1.50	2.50	Booster Box (36 packs)	70.00	90.00
Ion Cannon	U	1.50	2.50	TIE Fighter	C	50	75	Davis, Chili	R	2.00	3.00				
Jawa Pack	U	1.50	2.50	Toonska Sisters	R	4.00	6.00	DiSarcina, Gary	R	2.00	3.00	VAMPIRE: THE ETERNAL STRUGGLE			
Jawa Sista	U	1.50	2.50	Traffic Control	U	1.00	2.00	Dunston, Shawn	R	2.00	3.00	WIZARDS OF THE COAST-1995			
Jedi Lightsaber	U	1.50	2.50	Tinto Duoba	U	1.50	2.50	Eckersley, Dennis	C	75	1.50	Full Set (436 cards)	225.00	300.00
Jedi Presence	R	4.00	6.00	Trooper Charge	U	1.00	2.00	Edmonds, Jim	R	3.00	5.00	Starter Deck (76 cards)	8.00	10.00
Jek Porkins	U	1.50	2.50	Turbolaser Battery	R	2.00	4.00	Fielder, Cecil	U	1.50	2.50	Starter Deck Box (10 decks)	80.00	100.00
Juni Juice	R	2.00	4.00	Tusken Breath Mask	U	1.50	2.50	Finley, Steve	R	2.00	3.00	Booster Pack (19 cards)	2.50	3.00
Kabe	U	1.50	2.50	2X-3XPR	U	1.50	2.50	Fryman, Travis	U	1.50	2.50	Booster Box (36 packs)	75.00	90.00
Kal'Fai'n C'ndros	R	4.00	6.00	Uhmm!	R	4.00	6.00	Galaraga, Andres	R	2.00	4.00				
Kessel Run	R	2.00	4.00	Uhmm!	R	4.00	6.00	Gant, Ron	R	2.00	3.00	DARK SOVEREIGNS EXPANSION			
Kessel	U	1.00	2.00	Vader's Custom TIE	R	4.00	7.00	Gilkey, Bernard	U	1.50	2.50	WIZARDS OF THE COAST-199			
Kessel	U	1.00	2.00	Vader's Eye	R	4.00	7.00	Glavinne, Tom	U	1.50	2.50	Full Set (100)	60.00	90.00
Kink Keed'kak	R	4.00	6.00	Vader's Lightsaber	R	8.00	12.00	Goodwin, Juan	C	75	1.50	Booster Pack (15 cards)	2.00	2.50
K'lor'slug	R	4.00	6.00	Wampa's Courage	R	2.00	4.00	Goodwin, Curtis	R	2.00	3.00	Booster Box (36 packs)	70.00	85.00
Kroyt Dragon Howl	R	4.00	6.00	We're All Gonna... Thinner!	R	4.00	6.00	Goodwin, Tom	R	2.00	3.00				
Labria	R	2.00	4.00	WED-9-M1 Bantha Droid	R	2.00	4.00	Grace, Mark	R	2.00	3.00	WILDSTORMS			
Laser Projector	U	1.00	2.00	WED15-1662 Treadwell Droid	R	2.00	4.00	Griffey, Ken Jr.	R	12.00	20.00	WILDSTORM PRODUCTIONS-1995			
Lateral Damage	R	2.00	4.00	Wileeta	U	1.50	2.50	Guillen, Ozzie	R	2.00	3.00	Full Set (315 cards)	\$250.00	350.00
Leesub Sulu	R	2.00	4.00	Wing Tum	U	1.50	2.50	Gwynn, Tony	R	5.00	8.00	Starter Deck (60 cards)	7.00	9.00
Leia Organa	R	20.00	40.00	Wuher	U	1.00	2.00	Hammond, Chris	R	2.00	3.00	Starter Box (12 decks)	75.00	95.00
Leia's Back	U	1.00	2.00	Yavin 4: Jungle	U	1.00	2.00	Henderson, Ricky	U	1.50	2.50	Booster Pack (15 cards)	2.00	2.50
Leia's Sporting Blaster	U	1.50	2.50	Yavin 4: Massassi War Rm	U	1.00	2.00	Henke, Tom	R	2.00	3.00	Booster Box (36 packs)	70.00	85.00
Lieutenant Tanbe	U	1.00	2.00	Yavin 4: Massassi Throne Rm	R	4.00	6.00	Henneman, Mike	R	2.00	3.00				
Light Repeating Blaster Rifle	R	4.00	6.00	Yavin Sentry	U	1.00	2.00	Johnson, Randy	R	3.00	5.00	Lynch	R	6.00	10.00
Lightsaber Proficiency	R	5.00	8.00	Yarko Aug	U	1.50	2.50	Jones, Chipper	R	2.00	3.00	Mysteron's Disappearance	R	8.00	12.00
Limited Resources	U	1.00	2.00	Your Eyes Can Deceive You	U	1.50	2.50	Jones, Todd	R	2.00	3.00	Old Rivalry Resurfaces	R	6.00	10.00
Local Trouble	R	4.00	6.00	Your Powers... Old Man	R	4.00	6.00	Jordan, Brian	R	2.00	3.00	Pitt	R	10.00	15.00
Lone Pilot	R	2.00	4.00					Joyner, Wally	R	2.00	3.00	Second Wind	R	4.00	8.00
Long Wampa	R	2.00	4.00					Juchre, David	R	3.00	5.00				
Luke Sir, Droids	R	4.00	7.00					Kanos, Eric	R	2.00	4.00	CONFLICT EXPANSION			
LUKE! LUKE!	U	1.50	2.50					Klesko, Ryan	U	1.50	2.50	Full Set (150 cards)	\$80.00	100.00
Luke Seeker	R	3.00	5.00					Kneiblauch, Chuck	R	2.00	4.00	Booster Pack (15 cards)	2.00	2.25
Luke's Back	U	1.00	2.00					Larkin, Barry	R	2.00	4.00	Booster Box (36 packs)	70.00	80.00
Luke Skywalker	R	20.00	40.00					Leifon, Kenny	R	12.00	20.00				
Luke's X-34 Landspeeder	U	1.50	2.50					Maddux, Greg	R	2.00	4.00				
Mantellian Savrip	R	2.00	4.00					Martinez, Edgar	R	2.00	3.00				
M'Goon Onih	U	1.00	2.00					Martinez, Pedro	R	2.00	3.00				
Millennium Falcon	R	15.00	25.00					Martinez, Don	R	7.00	10.00				
Mator	R	4.00	6.00					McGriff, Fred	R	3.00	5.00				
Mawmaw Nadon	U	1.00	2.00					McGuire, Mark	R	3.00	4.00				
Moment of Triumph	R	2.00	4.00					McLemore, Mark	R	2.00	3.00				
Movae Along	R	4.00	6.00					McRae, Brian	C	75	1.50				
MS-E-6 "Mouse" Droid	U	1.50	2.50					Mohler, Paul	R	4.00	6.00				
Mya	R	2.00	4.00					Mondesa, Raul	R	2.00	4.00				
Nabru Leids	U	1.00	2.00					Murray, Eddie	U	1.50	2.50				
Nevor Yaloh	R	2.00	4.00					Mussina, Mike	R	2.00	3.00				
Nightfall	U	1.50	2.50					Naehing, Tim	R	8.00	12.00				
Noble Sacrifice	R	2.00	4.00					Noma, Hideo	R	2.00	4.00				
Obi-Wan Kenobi	R	18.00	35.00					Palmeiro, Rafael	R	2.00	4.00				
Obi-Wan's Cape	R	4.00	7.00					Palmer, Dean	R	2.00	3.00				
Obi-Wan's Lightsaber	R	4.00	7.00					Perovod, Troy	R	7.00	10.00				
Observation Hocom	U	1.00	2.00					Piazza, Mike	R	2.00	3.00				
On the Edge	R	2.00	4.00					Plesac, Dan	R	2.00	3.00				
Organa's Cer Necklace	R	4.00	6.00					Plunk, Eric	R	7.00	10.00				
Our Most Desperate Hour	R	4.00	6.00					Puckett Kirby	R	6.00	9.00				
Out of Nowhere	U	1.00	2.00					Ramirez, Manny	R	2.00	3.00				
Owen Lars	U	1.50	2.50					Reed Stee	R	12.00	20.00				
Panic	U	1.50	2.50					Ripkin Col	R	2.00	3.00				
Physical Choke	R	4.00	6.00					Risley, Bill	R	2.00	3.00				
Plastoid Armor	U	1.00	2.00					Roberts, Bp	C	15	1.50				
Panna Boba	U	1.50	2.50					Rodriguez Alex	R	2.20	4.00				
Paps	U	1.50	2.50					Rodriguez Ivan	U	1.50	2.50				
Presence of the Force	R	4.00	6.00					Sabinbenen, Bret	R	2.00	4.00				
Prophetsess	U	1.50	2.50					Salmen, Tim	R	3.30	5.00				
Quad Laser Cannon	U	1.50	2.50					Sandres, Desan	R	2.00	4.00				
Reactor Terminal	U	1.00	2.00					Sandres, Reggie	R	2.00	3.00				
Rebel Planners	R	2.00	4.00					Schilling, Jeff	R	2.00	3.00				
Red Leader	R	4.00	6.00					Scott, Tim	R	2.00	3.00				
Red 1	U	1.50	2.50					Sheldfield, Gary	R	2.00	4.00				
Red 3	R	2.00	4.00					Smith, Lee	U	2.50	3.50				
Reinforced Deployment	U	1.50	2.50					Smith, Ozma	R	2.00	4.00				
Return of a Jedi	U	1.00	2.00					Smoot, John	R	2.00	4.00				
Revolution	R	4.00	6.00					Sosa, Sammy	R	2.00	3.00				
Pyco Ryvera	U	1.50	2.50					Stannings, Todd	R	12.00	20.00				
Sandcrawler	R	3.00	5.00					Thomas, Kegan	R	3.00	5.00				
Send a Detachment Down	R	4.00	6.00					Thomas, Jim	R	2.00	3.00				
								Vannoy, John	R	4.00	6.00				
								Vannoy, Mike	R	2.00	4.00				
								Vannoy, Matt	R	2.00	4.00				
								Vannoy, Mark	R	2.00	4.00				



SUPER NOVA-TLISK

SUPER NOVA		
HEARTBREAKER HOBBIES 1995		
Full Set (165 cards)	40.00	60.00
Booster Pack (18 cards)	2.75	3.25
Booster Box (36 packs)	90.00	110.00

TOP OF THE ORDER

Full Set (336 cards)	\$200.00	300.00
Starter Deck (80 cards)	9.00	11.00
Starter Dual Deck (160 cards)	18.00	20.00
Starter Box (five dual decks)	90.00	100.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00
Unlisted very common cards	10	30
Unlisted common cards	25	75
Unlisted uncommon cards	1.00	2.50
Alomar, Roberto	R 4.00	6.00
Alomar, Sandy Jr	R 2.00	4.00

INQUEST



MARVEL OVERPOWER—MISSION CONTROL

FLEER-1996

Full Set (128 cards + 14 Mission Cards)

Name	Rarity
Any Hero Confusion	R
Any Hero Death from Above	R
Any Hero Gamma Terror	P
Any Hero God of <i>Murder</i>	R
Any Hero Guardian Angel	P
Any Hero Savage Land	P
Any Hero Unlucky at Love	R



MISSION CONTROL
ANY HERO WEB-HEADED WIZARD

- Any Hero Web-Hooded Vigilant
- Black Widow Hero Card
- Black Widow Avenging Agent
- Black Widow Combat Gymnast
- Black Widow Defense Tactics
- Black Widow Espionage
- Black Widow Widow's Bite
- Black Widow Widow's Jaws
- Brood Hero Card
- Brood Alien Hunger
- Brood Bony Exoskeleton
- Brood Brood Spawn
- Brood Insectoid Incursion
- Brood Overwhelm
- Brood Pestilent Horde
- Doc Samson Hero Card
- Doc Samson Heroic Assault
- Doc Samson Gamma Rays
- Doc Samson Gamma Head Rays
- Doc Samson Power Punch
- Doc Samson Psychoactive
- Doc Samson Therapeutic Treatment
- Hawkeye Hero Card
- Hawkeye Arrow Assault
- Hawkeye Avenging Archer
- Hawkeye Combat Ready
- Hawkeye Dynamite Delivery
- Hawkeye Pinpoint Accuracy
- Hawkeye Triple Shot
- Mörbius Hero Card
- Mörbius Blood Hunter

[illegible]

MISSION CONTROL
DARK PHOENIX SAGA
BATTLE ON THE MOON!

- Dark Phoenix Saga Battle on the Moon! P
- Dark Phoenix Saga: How Cyclops Attacked! R

Name	Rarity
Dark Phoenix Sogo New Lease on Life	R
Dark Phoenix Sogo Phoenix Rises from Ashes!	R
Dark Phoenix Sogo Sit or Power Play	R
Fatal Attraction: The Best Laid Plans	R
Fatal Attraction: A Call to Arms	R
Fatal Attraction Down But Not Out!	R
Fatal Attraction: Hospital Becomes War Zone!	R
Fatal Attraction: Shockwave Rocks the World!	R
Infinity Gauntlet: Cosmic Sneak Attack!	R
Infinity Gauntlet: Heroes Resurrected!	R
Infinity Gauntlet: Mad God Poses Dead!	R
Infinity Gauntlet: Silver Tongued Devil	R
Infinity Gauntlet: Gods of Stone!	R
Infection Incident: Alien Creature Rampages!	R
Infection Incident: Caught Off Guard!	R
Infection Incident: Here Comes the Cavalry!	R
Infection Incident: Monsters Attack!	R
Infection Incident: Second Wind	R
Maximum Carnage: Friends and Allies	R
Maximum Carnage: Let the Silence Speak!	R
Maximum Carnage: Lamb to the Slaughter	R
Maximum Carnage: Murder Worker Alive	R
Maximum Carnage: Symbiote Hero Captured	R
Separation Anxiety: Breakout	R
Separation Anxiety: Caught by Surprise	R
Separation Anxiety: Imprisoned for Science	R
Separation Anxiety: Symbiote Achilles Heel	R
Separation Anxiety: Symbiote Symbols Taken	R
Sins of the Future: Assassination Attempt!	R
Sins of the Future: Mutants in Hiding	R
Sins of the Future: Mutants Neutralized	R
Sins of the Future: One Step Closer	R
Sins of the Future: Rude Awakening!	R

MISSION CARDS

<input checked="" type="checkbox"/>	#1	Masterminded Dark Phoenix Saga	C
<input checked="" type="checkbox"/>	#2	Jean Grey Dark Phoenix Saga	C
<input checked="" type="checkbox"/>	#3	Black Queen Dark Phoenix Saga	C
<input checked="" type="checkbox"/>	#4	Nightcrawler Dark Phoenix Saga	C
<input checked="" type="checkbox"/>	#5	Lilandra Dark Phoenix Saga	C
<input checked="" type="checkbox"/>	#6	Dark Phoenix Dark Phoenix Saga	C
<input checked="" type="checkbox"/>	#7	Cyclops & Phoenix Dark Phoenix Saga	C
<input checked="" type="checkbox"/>	#1	Iron Man The Crossing	C
<input checked="" type="checkbox"/>	#2	Vision The Crossing	C
<input checked="" type="checkbox"/>	#3	Giant-Man/Wasp/Hercules The Crossing	C
<input checked="" type="checkbox"/>	#4	Hawkeye & Black Widow The Crossing	C
<input checked="" type="checkbox"/>	#5	Captain America/Tony's/Black Widow The Crossing	C
<input checked="" type="checkbox"/>	#6	Stark and Stark The Crossing	C
<input checked="" type="checkbox"/>	#7	Kang & Maris The Crossing	C

MYTHOS

CHANDLER, 1996

Full Set (218 cards including investigative & proms)

INVESTIGATIVE CARDS

INVENTIVE CARDS

- ☐ Adventurous Dilettante
- ☐ Brilliant Egyptian Archaeologist
- ☐ Capable Graduate Student
- ☐ Glenc of Fading Faith
- ☐ Controversial French Mystic
- ☐ Earnest Reporter
- ☐ Exuberant Boston Flapper
- ☐ Grizzled Boston Detective
- ☐ Hardened Chicago Gangster
- ☐ Haunted French Sculptor
- ☐ Inquisitive Chinese Intellectual
- ☐ Mad German Inventor
- ☐ Marose Veteran of the Great War
- ☐ Pragmatic Hobo
- ☐ Proud Prussian Submariner
- ☐ Respected New England Doctor
- ☐ Staid University Professor
- ☐ Unfortunate Nephew. The

STARTER DECK CARDS

- ☐ 197 E. Pickman Street
- ☐ Abigail Winthrop Marsh
- ☐ Albert N. Wilmarth
- ☐ Albert Shury
- ☐ Animi Pierce
- ☐ Animi Pierce's Fattoring Cottage
- ☐ Amnesia
- ☐ An Unexpected Calamity
- ☐ Ann Whida
- ☐ Arkham Adviser's, The
- ☐ Arkham Historical Society
- ☐ Arkham Rare Books & Maps
- ☐ Arkham Sanatorium
- ☐ Arthur Murree
- ☐ Asenoth Waite Derby
- ☐ Assembly Hall
- ☐ Asylum for the Deranged
- ☐ Aylesbury
- ☐ Bacteriophobin

Name	Parity
Barnabas Marsh	R
Barner of Noach-Tih	C
Beatrice Is Released From the Atmc	R
Birds & Byakhees, The	R
Black Binding	C
Bolton	C
Book of Dayan-English	C
Brazen Head, The	U
Brown University John Hay Library	C
Call of Cthulhu	C
Catastrophic Failure	C
Chant of Thoth	C
Chapman Farmhouse	R
Charles Dexter Ward	U
Children Have Nightmares	C
Chime of Tezcapoti	K
Christchurch Cemetary (Innsmouth)	C
Christchurch Cemetary (Arkham)	R
Church of Stary Wisdom	U
Circles of Thaal	C
Clostraphobia	C
Cloud Memory	C
Colour Out of Space	C
Conanicut Island Private Hospital	U
Crawford Tillinghast	C
Create Your Own Adventure	P
Crownshield House	C
Cthaat Aquadings	C
Cultes Des Goules French	R
Cynous Parcel, The	C
Curse of the Rat-Thing	C
Dawn of a New Day	C
Deep One	C
Demophobia	C
Dendrophobia	R
Direct Sunlight	C
Discover Sacral Cache	U
Dr. Mannus Bucknell Willen	C
Dread Curse of Azothath	C
Drought	U
Dynamite	C
Earthquake!	U
Eclipse of the Sun	R
Edward Pickman Derby	C
Elder Things	C
Elephant Gun	U
Enchanted Cone	R
Eosaphobia	C
Ephraim Waite	R
Esoteric Order of Dagon	R
Faith Baptist Church	C
Father Dagon	U
Fire Vampires	C
First Baptist Church	C
Flee To Special Room	C
Flying Polyp	R
Formless Spawn	C
Full Moon	U
George Birch	C
Ghosts	C
Ghoul	C
Ghoul	C
Giant Albino Penguins	R
Gnoph Keli	C
Golden Eye Society	U
Goody Fowler's Ghost	C
Great Epidemic, The	R
Hands of Colubra	C
Hangman's Mill	C
Harney Reginald Opens Fire	C
Harvey Walters	C
Herac Rescue, The	U
Home of Loban Shrewsbury	U
Hound of the Tindalos	U
House on Olney Court	R
Howard Lovecraft	C
Hurricane	U
Hydrophobia	C
Iatrophobia	R
In the Nick of Time	U
Influenza	C
Innsmouth Canner	C
Innsmouth Lock, The	R
Instability in the Mythos (3 lines of text)	C
Instability in the Mythos (4 lines of text)	C
Interesting Shop, The	C
Ithaqua	C
Jeremiah Brewster	C
Jewelry of the Deep Ones	U
K.J. Hooper	R
Keeness of Two Alike	C
King in Yellow-English	C
King in Yellow-French	R
Knee-Deep in Doom	C
Lonely House in the Woods	C
Lovell Street Cafe	C

JUN 19 1991

What you need to know about the *InQuest Magic Players Guide*

The *InQuest Players Guide* is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for *Magic: The Gathering*, along with one other collectible card game in the *Players Guide Spotlight*.

SAMPLE LISTING

ART	Book of Revelation	ART	U	•••	Set	6	IX
	2: Sacrifice 2 life to draw 1 card.						
ART	Bottle of Suleiman	ART	R	•••	July	4	AR
	1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
ART	Bronze Tablet	ART	R	•••	July	6	AQ, 4TH
	4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.						
ART	Candelabra of Tiamat	ART	R	•••••	DSB	1	AQ
	X: Untap X separate lands.						
ART	Celestial Prism	ART	U	•••	July	3	AR, R, 4TH
	2, T: Provides 1 mana of any color (play as an interrupt).						
ART	Chaos Orb	ART	R	••••	July	2	AR, U
	1: Flip card from height of one foot. If it rotates 360 degrees, any						

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Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in *Arabian Nights* and *Revised*. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take five damage. How do we know all that? Because our Lord Arioch told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts below. Arioch had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in tournament settings. And banned cards, well, are a no-no for tournaments.



SHELKIN BROWNIE CARD DESCRIPTION

- A** — Card Name.
- B** — Kind. Summon Faerie means the Brownie is a creature of "the genus Faerie."
- C** — Description. The description of exactly what the card can do.
- D** — Flavor Text. A funny or informative quote, usually historical in nature.
- E** — Artist.
- F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
- G** — Expansion Symbol. This tells you what set the cards belongs to; in the Brownie's case, the column symbol means he's from the *Legends* set.
- H** — Power/Toughness. Only for creatures.

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1, or R2-D2; in this price guide, cards are either common, uncommon or rare. We've got a real simple abbreviation system for those words—check it out below.

C Common

They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

U Uncommon

These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

R Rare

Whoa momma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

UR Ultra-Rare

These are those cards that usually are found one per box and sometimes even less frequently.

POWER RATINGS

••••• **The Best.** These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

•••• **Excellent.** These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

••• **Average.** These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

•• **Poor.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• **The Worst.** These are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

— **Inapplicable.** These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob
Asplund-Faith, Randy
Baroh, Julie
Beard, Edward Jr.
Benson, Melissa
Bishop, Kristen
Brockschmidt, Kev
Brudi, Cornelius
Buck, Catherine
Danforth, Liz
Detweiler, Denise
Emond, Rick
Ernest, James
Everingham, Sandra
Foglio, Kaja
Foglio, Phil
Frazier, Dan
Gallegos, Randy
Gelon, Daniel
Hampton, Justin
Hoover, Quinton
Hudson, Heather
Jones, Fay
Kaman, Kerstin
Kane-Ferguson, Richard
Kimble, Mike
Kirschner, Scott
Leonard, Nicola
Maddocks, Anson
Masness, Phillip
McNeill, Harold
Menges, Jeff A.
Meyer, Ken Jr.
Morrissey, Pat
Myrfors, Jesper
Organ-Kean, Margaret
Poole, Mark
Raabe, Mike
Rush, Christopher
Rusu, Andi
Shuler, Douglas
Snoddy, Brian
Spencer, Ron
Tadin, Mark
Thomas, Né Né
Thomas, Richard
Thompson, Ruth
Tucker, Drew
Van Camp, Susan
Venters, Pete
Wackwitz, Bryon
Wänerstrand, Tom
Waters, Anthony
Weber, Amy
Whelan, Michael
Williams, L.A.
Willich, Dameon

RAI
RAF
JBa
EBa
MBe
KBi
KBr
CBu
CBu
LDa
DDa
REd
JEr
SEv
KFa
PFo
DFr
RGo
DGe
JHo
QHo
HHu
FJo
KKa
RKF
MKi
SKi
NLe
AMa
PMa
HMc
JMe
KMe
PMa
JMy
MOK
MPo
MRa
CRu
ARu
DSH
BSn
RSp
MTp
NTh
RTh
RTp
DTu
SVC
PVe
BWa
TWa
AWa
AWe
LWi
DWi

CARD TYPES

AC Artifact Creature
ART Artifact
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SL Summon Legend
SOR Sorcery

SET ABBREVIATIONS

A Alpha Limited
AQ Antiquities
AN Arabian Nights
B Beta Limited
DK The Dark
FE Fallen Empires
4th Fourth Edition
HL Homelands
IA Ice Age
LG Legends
R Revised
U Unlimited

PLAYERS GUIDE

SPOTLIGHT:



"Reality as you know it is a lie." These are the words that introduce players to the world of *Kult*, a modern setting with a morbid twist. As a player, you represent a Major Arcanum—one of 20 powerful beings that are competing for control over the crumbling remnants of the world. The object? Sway the majority of the population to your beliefs. Sounds simple enough, but how do you do it?

KULT CARD DESCRIPTION

FATHARIEL

A. Name: A different one for every single card.

B. Suits: This is what you need to have in order to play the card. Usually these suits are provided by your Major Arcanum.

C. Description: The type of being or card, and its special abilities—all that funky stuff that makes the game interesting.

D. Artist: We'll let you figure this one out for yourself.

E. Hierarchy: The relative power of the Major Arcanum as compared to others. Simply put, the player with the lowest number gets to go first.

GRENADE

A. Suits Provided: These are the suits your Major Arcanum gives you access to; in this case, knowledge of the discipline of Thaumaturgy.

B. Station Indicators: The orange markers show where you're allowed to play the card within your mystic cross.

PROSTITUTE

A. Combat Value: This is how good a Being does in combat. We don't care what your mother says—bigger is better.

A



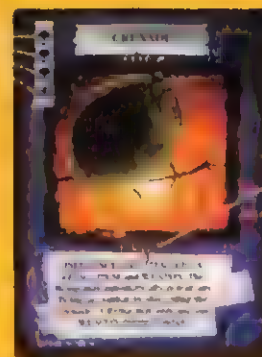
E

B

C

D

A



B

A



INQUEST

players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description						

ARTIFACTS

Adarkar Sentinel	AC	U	•••	MBc	5	IA
1: +0/+1 until end of turn. 3/3.						
Aegis of the Meek	ART	R	•••	LWf	3	IA
1, T: Give a 1/1 creature +1/+2 until end of turn.						
Aesopile	ART	R	••	HRu	1	FE
1, T: Sacrifice Aesopile to deal 2 damage to any target.						
Al-abara's Carpet	ART	R	•••	RFo	5	LG
5, T: Prevent all damage done to you by attacking non-flying creatures.						
Aladdin's Lamp	ART	U	•••	MTc	10	AN,R,4TH
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.						
Aladdin's Ring	ART	U	•••	DFr	8	AN,R,4TH
8, T: Do 4 damage to any target.						
Alchor's Tomb	ART	R	•••	HMc	4	LG
2, T: Change the color of target permanent you control.						
Amulet of Kroag	ART	C	••	MOK	2	AQ,4TH
2, T: Prevent 1 damage to any target.						
Amulet of Quetz	ART	R	••	DFr	6	IA
1, T: Sacrifice Amulet of Quetz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect.						
Ankh of Mishra	ART	R	••	AWc	2	A,B,U,R,4TH
Do 2 damage to any player who puts a new land into play.						

Ashnod's Battle Gear	ART	U	••	MPo	2	AQ,4TH
2: Make one of your creatures +2/+2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.						
Ashnod's Transmogrifier	ART	C	•••	MTc	1	AQ,CH
Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrifier after it has been used.						
Balm of Restoration	ART	R	••	MOK	2	FE
1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.						
Barbed Sextant	ART	C	•••	AWc	1	IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn.						
Barl's Cogs	ART	R	•••	TWb	4	DK,CH
3: Target creature does not untap as usual in its controller's next untap phase.						
Basalt Monolith	ART	U	•••	JMy	3	A,B,U,R
1: Add 3 to your mana pool. Spend 3 to untap at any time.						
Baton of Morale	ART	U	•••	DSH	2	IA
2: Give target creature banding until end of turn.						
Battering Ram	AC	C	••	JMc	2	AQ,4TH
Bonds when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.						
Black Lotus	ART	R	•••••	Cru	0	A,B,U
T: Discard to add 3 mana of any single color to your mana pool.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Bronze Tablet	ART	R	••	TWb	6	AQ,4TH
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.						
Candelabra of Tawnos	ART	R	•••••	DSH	1	AQ
X: Untap X separate lands.						
Celestial Prism	ART	U	••••	AWc	3	A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt).						
Celestial Sword	ART	R	••	AWc	6	IA
3, T: Give a creature you control +3/+3. Bury that creature at end of turn.						
Chaos Orb	ART	R	••••	MTc	2	A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.						
City in a Bottle	ART	R	••	DTu	2	AN
Remove all Arabian Nights cards from play; prevent new ones from being put into play.						
Clay Statue	AC	C	•••	JMy	4	AQ,4TH
2: Regenerates. 3/1.						
Clockwork Avian	AC	R	•••	RAF	5	AQ,4TH
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which tops Avian. 0/4.						
Clockwork Beast	AC	R	•••	DTu	6	A,B,U,R,4TH
Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep controller may pay 1 and tap Beast to regain a lost counter. 0/4.						
Clockwork Gnomes	AC	C	•••	DSH	4	HL
3, T: Regenerate target artifact creature. 2/2.						
Clockwork Steed	AC	C	••	AWc	4	HL
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. Remove one counter at the end of any combat in which Steed attacked or blocked. X, T: Add X counters to Steed. Maximum four counters. 0/3.						
Clockwork Swarm	AC	C	••	AWc	4	HL
Cannot be blocked by walls. Put 4 +1/+0 counters on Swarm. Remove one counter at the end of any combat in which Swarm attacked or blocked. X, T: Add X counters to Swarm. Maximum four counters. 0/3.						



RUBINIA SOULSINGER



CHROMATIC ARMOR



SPECTRAL SHIELD

Rubinias Soulsinger, Chromatic Armor and Spectral Shield: If you're already using three colors to play Rubinias Soulsinger, why not throw in some good multicolor enchantments to keep her safe? With Chromatic Armor and Spectral Shield (and yes, you'll have to play them in that order), Rubinias becomes virtually untouchable, leaving you free to pluck your opponent's critters away to your heart's content.

Apocalypse Chime	ART	R	••	MPo	2	HL
2, T: All cards in play from Homelands expansion are tuned, including Apocalypse Chime.						
Arcum's Sleight	ART	U	•••	TWb	1	IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.						
Arcum's Weatherworn	ART	U	••	TWb	2	IA
2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2, T: Turn a non-snow-covered land into a snow-covered land of the same type.						
Arcum's Whistle	ART	U	•••	QHo	3	IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack.						
Arena of the Ancients	ART	R	••	TWb	3	LG,CH
Tap all Legends when casting Arena. Legends do not untap normally during untap phase.						
Armageddon Clock	ART	U	••	AWc	6	AQ,R,4TH
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.						
Ashnod's Altar	ART	C	••	AMA	3	AQ,CH
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).						

Black Mana Battery	ART	R	•••	AMA	4	LG,4TH
2, T: Add a counter to Black Mana Battery. T: Add 8 to your mana pool. Remove as many counters as you wish, add 8 for each counter removed (play as an interrupt).						
Block Vise	ART	U	••••	RTh	1	A,B,U,R,4TH
Do 1 damage for each card over four opponent has in hand during upkeep.						
Blue Mana Battery	ART	R	•••	AWc	4	LG,4TH
2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).						
Bone Flute	ART	U	••	Cru	2	DK
T: Give all creatures -1/-0 until end of turn.						
Book of Rass	ART	R	••	SEv	6	DK,CH
2: Sacrifice 2 life to draw 1 card.						
Battle of Suleiman	ART	R	•••	JMy	4	AN,R,4TH
1: Flip a coin. If opponent wins, do 5 damage to you and discard Battle of Suleiman. Otherwise, immediately replace Battle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
Brass Man	AC	U	•••	Cru	1	AN,R,4TH
Pay 1 during upkeep to untap. 1/3.						
Bronze Horse	AC	R	•••	MPo	7	LG,CH
Temple. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature. 4/4.						

Cool Golem	AC	U	••	Cru	5	DK
3: Sacrifice Golem to add RRR to your mana pool. 3/3.						
Colossus of Sardia	AC	R	••••	JMy	9	AQ,4TH
Temple. Colossus does not untap as normal in your untap phase; you may spend 9 in your upkeep to untap Colossus. 9/9.						
Conch Horn	ART	R	•••	Pfo	2	FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.						
Conservator	ART	U	••	AWc	4	A,B,U,R,4TH
3, T: Negate the loss of up to 2 life.						
Copper Tablet	ART	U	••	AWc	2	A,B,U
All players take 1 damage during their upkeep as long as Copper Tablet is in play.						
Coral Helm	ART	R	••	AWc	3	AQ,4TH
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand.						
Crown of the Ages	ART	R	••••	DFr	2	IA
4, T: Switch target enchantment from one creature to another. The enchantment's controller does not change.						
Crystal Rod	ART	U	••	AWc	1	A,B,U,R,4TH
1: Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.						
Cursed Rack	ART	U	••	RTh	4	AQ,4TH
Opponent must discard 4 cards during discard phase.						

Name	Kind	CR	Rating	Artist	Cost	Sets	Found	Name	Kind	CR	Rating	Artist	Cost	Sets	Found	Name	Kind	CR	Rating	Artist	Cost	Sets	Found
Description								Description								Description							
Cyclopean Tomb	ART	R	***	AMA	4	A,B,U		Forethought Amulet	ART	R	***	MBe	5	LG		Iron Star	ART	U	**	Dfr	1	A,B,U,R,4TH	
2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal.								Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.								1: Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.							
Dancing Scimitar	AC	R	***	AMA	4	AN,R,4TH		Fountain of Youth	ART	C	****	DGe	0	DK, CH		Ivory Cup	ART	U	**	AMA	1	A,B,U,R,4TH	
Flying 1/5.								2, T: Gain 1 life.								1: Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.							
Dark Sphere	ART	U	****	MTe	0	DK		Fyndhorn Bow	ART	U	***	RAI	2	IA		Ivory Tower	ART	U	****	MOK	1	AQ,R,4TH	
T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.								3, T: Give target creature first strike until end of turn.								Take 1 life for each card over four you have in hand during upkeep.							
								Gauntlet of Might	ART	R	****	CRu	4	A,B,U		Jade Monolith	ART	R	***	AMA	4	A,B,U,R,4TH	
								All mountains produce an extra mana. Give all red creatures +1/+1.															



IHSAN'S SHADE



SLEIGHT OF MIND

Ihsan's Shade and Sleight of Mind: Think protection from white is annoying? Not if your opponent isn't playing white. But if you've got a Sleight of Mind in hand, your problems are solved. Wait for your opponent to unleash a huge Fireball or Disintegrate on your Shade and then Sleight the creature to whichever color you need to protect your 5/5 buddy.

Delir's Cone	ART	U	**	MTe	0	FE	
1: Sacrifice Delir's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.							
Delir's Cube	ART	R	****	MTe	1	FE	
2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delir's Cube. Pay 2 and remove a cube counter to regenerate a target creature.							
Despotic Scepter	ART	R	***	RTh	1	IA	
1: Buy target permanent you own.							
Diabolic Machine	AC	U	**	AMA	7	DK,4TH	
3 Regenerates 4/4.							
Didgeridoo	ART	R	**	MBe	1	HL	
3 Take Minotaur from your hand and put it directly into play. Treat it as if it were just summoned.							
Dingus Egg	ART	R	**	Dfr	4	A,B,U,R,4TH	
Whenever anyone loses a land, do 2 damage to that player for each lost land.							
Disrupting Scepter	ART	R	***	Dfr	3	A,B,U,R,4TH	
3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.							
Draconian Cylind	ART	R	**	EBa	2	FE	
2, T: Randomly discard a card from your hand to regenerate target creature.							
Dragon Engine	AC	C	**	AMA	3	AN,R,4TH	
2: +1/+0 until end of turn. 1/3.							
Ebony Horse	ART	R	*	DWi	3	AN,R,4TH	
2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.							
Ebony Rhino	AC	C	**	AWe	7	HL	
Trample 4/5							
Elven Lyre	ART	R	**	Kfo	2	FE	
1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.							
Elkin Bottle	ART	R	*	QHo	3	IA	
3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.							
Feldon's Cone	ART	C	****	MTe	1	AQ, CH	
0: Reshuffle your graveyard into your library. Remove Feldon's Cone from game when it is used, returning it to its owner's deck after the game is over.							
Fellwar Stone	ART	U	****	QHo	2	DK,4TH	
1: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).							
Faraz's Ban	ART	R	***	HHu	6	HL	
Summon Spells cost and additional 2 to cast.							
Flying Carpet	ART	R	****	MTe	4	AN,R,4TH	
2: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.							
Forcefield	ART	R	****	Dfr	3	A,B,U	
1. An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.							

Gauntlets of Chaos	ART	R	****	Dfr	5	LG, CH	
Sacrifice Gauntlets of Chaos to take control of a land, creature or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.							
Glasses of Urza	ART	U	***	DSh	1	A,B,U,R,4TH	
1: Look at opponent's hand. No, his cards!							
Goblin Lyre	ART	R	***	MKG	3	IA	
0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes "damage, where" equals the number of creatures you control. Otherwise, you take "damage, where" is the number of creatures your opponent controls.							
Golgothian Sylex	ART	R	*	KGa	4	AQ	
1: Discard all Antiquities cards, including Golgothian Sylex, from play.							
Grotesque Catapult	AC	C	***	Dfr	4	AQ,4TH	
T: Do 1 damage to a target flying creature. 2/3							
Green Mana Battery	ART	R	***	CRu	4	LG,4TH	
2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish. Add G for each counter removed (play as an interrupt).							
Helm of Chazruk	ART	R	***	MTe	1	A,B,U,R,4TH	
1, T: Give one creature banding ability until end of turn.							
Hematite Talisman	ART	U	**	LWI	2	IA	
3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.							
Hive, The	ART	R	***	SEv	5	A,B,U,R,4TH	
5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.							
Horn of Deafening	ART	R	****	Dfr	4	LG, CH	
2, T: Target creature deals no damage in combat this turn.							
Howling Mine	ART	R	****	Mfo	2	A,B,U,R,4TH	
Everyone must draw an extra card during his or her draw phase.							
Ice Cauldron	ART	R	****	Dfr	4	IA	
X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.							
Icy Manipulator	ART	U	****	AWe	4	A,B,U,IA	
1, T: Tap any land, creature, or artifact.							
Icy Manipulator	ART	U	****	DSh	4	A,B,U	
1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.							
Illusory Mask	ART	R	***	AWe	2	A,B,U	
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.							
Implements of Sacrifice	ART	R	****	MOK	2	FE	
1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.							
Infinite Hourglass	ART	R	***	HMc	4	IA	
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.							

Jewel Amulet	ART	U	****	Dfr	0	IA	
1, T: Place a charge counter on Jewel Amulet, noting what type of counter was used. You may not use the ability if there is a charge counter on Jewel Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.							
Jeweled Bird	ART	R	*	AWe	1	AN, CH	
1: Exchange Bird for your ante, then draw a new card.							
Joven's Tools	ART	R	****	Nle	6	HL	
4, T: Target creature cannot be blocked except by walls until end of turn.							
Juggernaut	AC	U	****	Dfr	4	A,B,U,R	
Must attack each turn if possible. Can't be blocked by walls. 5/3							
Knowledge Vault	ART	R	****	AWe	4	LG	
2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.							
Kormus Bell	ART	R	**	CRu	4	A,B,U,R,4TH	
Treat all swamps in play as 1/1 creatures that can be tapped for B.							
Kry Shield	ART	U	**	RTh	2	LG	
2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.							
Lapis Lazuli Talisman	ART	U	**	AWe	2	IA	
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.							
Library of Leng	ART	U	****	DGe	1	A,B,U,R,4TH	
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.							
Lyfa Chisel	ART	U	***	AWe	4	LG	
During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.							
Life Matrix	ART	R	****	AWe	4	LG	
4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.							
Living Armor	ART	C	***	AMA	4	DK, CH	
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.							
Living Wall	AC	U	****	AMA	4	A,B,U,R	
Counts as a wall. T: Regenerates 0/6							
Malachite Talisman	ART	U	**	CRu	2	IA	
3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.							
Mana Crypt	ART	R	****	MTe	0	BOOK	
2: Unlimited mana. Every upkeep flip a coin. Opponent calls it. If he calls it correctly, you lose 3 life.							
Mana Matrix	ART	R	**	MTe	6	LG	
Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.							
Mana Vault	ART	R	****	MTe	1	A,B,U,R,4TH	
T: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if 1 remains tapped during upkeep.							
Marble Priest	AC	U	*	MBe	5	LG	
All walls able to block. Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3							
Meekstone	ART	R	****	QHo	1	A,B,U,R,4TH	
Any creature with power greater than 2 may not be untapped as normal during the untap phase.							
Nightstone	ART	U	**	PVe	4	AQ	
All attacking creatures gain +1/+0							

— Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	UAI Land	SOR Sorcery

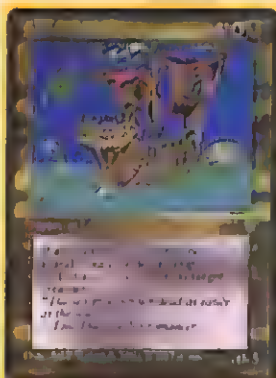


players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Millstone	ART	U	•••	KFo	2	AQ,R,4TH
2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.						
• Muror Universe	ART	R	••••	PFo	6	LG
T: Sacrifice Muror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Muror Universe comes in tapped.						
Mishra's War Machine	AC	R	•	AWe	7	A,B,U,R,4TH
Bards: Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.						
• Max Emerald	ART	R	•••••	Dfr	0	A,B,U
T: Add G to your mana pool.						
• Max Jet	ART	R	•••••	Dfr	0	A,B,U
T: Add B to your mana pool.						
• Max Pearl	ART	R	•••••	Dfr	0	A,B,U
T: Add W to your mana pool.						
• Max Ruby	ART	R	•••••	Dfr	0	A,B,U
T: Add R to your mana pool.						
• Max Sapphire	ART	R	•••••	Dfr	0	A,B,U
T: Add U to your mana pool.						
Nacre Talisman	ART	U	••	MTe	2	
3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.						
Naked Singularity	ART	R	••	MTe	5	IA
CU: 3: Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.						
Neopolis	AC	U	••	NTh	5	DK
Counts as a wall. O: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Neopolis, where X equals the removed creature's casting cost. O/1						
Nevinyrral's Disk	ART	R	••••	MTe	4	A,B,U,R,4TH
1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral's Disk enters play tapped.						
North Star	ART	R	•••	KFo	4	LG
4, T: You may cast one spell this turn using mana of any color.						
Nova Penitide	ART	R	•••	RTh	4	LG
3, T: Redirect all damage done to you by one source to target creature of opponent's choice.						
Obelisk of Undoing	ART	R	••	TWb	1	AQ, CH
6: Take any of your permanents in play back to your hand, discarding enchantments on such cards.						
Obsidian Golem	AC	U	•••	JMy	6	A,B,U,R,4TH
4/6.						
Onulet	AC	U	••	AMa	3	AQ,R,4TH
If Onulet is placed in graveyard, its controller takes 2 life. 2/2.						
Onyx Talisman	ART	U	••	SEv	2	IA
3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.						
Ornithopter	AC	U	••	AWe	0	AQ,R,4TH
Flying. O/2.						
Pentagram of the Ages	ART	R	••••	DSh	4	IA
4, T: Prevent all damage done to you from one source.						
Pit Trap	ART	U	•••	AMa	2	IA
2, T: Sacrifice to bury target non-flying creature that is attacking you.						
Planar Gate	ART	R	•••	MBa	6	LG
Pay 2 colorless mana less when casting a summon spell.						
Primal Clay	AC	U	••	KFo	6	AQ,R,4TH
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.						
Pyramids	ART	R	••	AWe	6	AN
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.						
Rack, The	ART	U	•••	RTh	1	AQ,R,4TH
Do 1 damage for each card under three opponent has in hand during upkeep.						
Rakatile	ART	R	••	CRu	6	AQ, CH
2: Prevent 1 damage to any target. Rakatile returns to owner's hand when used.						
Red Mana Battery	ART	R	•••	MTe	4	LG,4TH
2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).						
Reflecting Mirror	ART	U	••	MPo	4	DK
X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.						
Relic Barrier	ART	U	••	HMc	2	LG
T: Tap target artifact.						
Ring of Immortals	ART	R	•	MBa	5	LG
3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Ring of Ma'ruf	ART	R	••••	Dfr	5	AN
5: Sacrifice Ring of Ma'ruf to select a card from outside the game instead of drawing.						
Ring of Renewal	ART	R	••••	DSh	5	FE
5, T: Randomly discard a card from your hand to draw two cards.						
Rocket Launcher	ART	U	•••	PVo	4	AQ,R
2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.						
Rod of Ruin	ART	U	•••	CRu	4	A,B,U,R,4TH
3, T: Do 1 damage to any target.						
Rotorhopter	AC	C	••	AWe	1	HL
Flying. 2: +1/+0 until the end of turn. You cannot spend more than 4 this way each turn. O/2.						
Runed Arch	ART	R	••••	PFo	3	IA
Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Staff of Zegon	ART	C	•	MPo	4	AQ
3: Make target creature -2/-0 until end of turn. Creatures with power less than 1 deal no damage.						
Standing Stones	ART	U	••	SEv	3	DK
1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.						
Stone Calendar	ART	R	••	AWe	5	DK
Your spells cost 1 less to cast, casting cost cannot go below 0.						
Su-Chi	AC	U	••	CRu	4	AQ
When Su-Chi goes to the graveyard, its controller gets 4 colorless mana. 4/4.						
Sunglasses of Urza	ART	R	•••	Dfr	3	A,B,U,R,4TH
Your plans may generate either a white or red mana.						
Staff of the Ages	ART	R	••	DGe	3	IA
Creatures with landwalk ability may be blocked as if they did not have that ability.						
Sunstone	ART	U	••	PFa	3	IA
2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.						



SKELETON SHIP



BLOOD LUST

— Skeleton Ship and Blood Lust: Quickest way to kill just about any creature? Rip it in half? Uh, yeah, but reducing its toughness to zero works too. Just Lust a creature of five or less toughness (which is what, 95 percent of Magic's critters?) and then lower the boom by zappin' him with the Skeleton Ship.

Runesword	ART	C	••	CRu	6	DK, CH
3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.						
Sandals of Abdallah	ART	R	••	Dfr	4	AN
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						
Scorecrawl	AC	U	•••	AMa	5	DK
6, T: Negate all damage done to you by flying creatures until end of turn. 2/2.						
Sentinel	AC	R	•••	RAF	4	LG, CH
"=1 when cast. When blocking, you may make " equal 1 + the power of the creature Sentinel blocks. When attacking, you may make " equal 1 + the power of a creature blocking Sentinel. 1/1."						
Serpent Generator	ART	R	••••	MTe	6	LG, CH
4, T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.						
Serrated Arrows	ART	C	•••	DCh	4	HL
When Serrated Arrows comes into play, put three arrow counters on it. Bury Serrated Arrows if there are no longer any counters on it. T: Remove counter to give -1/-1 to target creature.						
Shapeshifter	ART	U	••••	Dfr	6	AQ,4TH
"=any number from 0 to 6. Choose " when Shapeshifter is cast and during your upkeep. "/(Z-)."						
Shield of the Ages	ART	U	••••	AMa	2	IA
2: Prevent 1 damage to you.						
Skull Catapult	ART	U	•••	BWa	4	IA
1, T: Sacrifice a creature to do 2 damage to any target.						
Skull of Orm	ART	U	•••	TWb	3	DK
5, T: Bring an enchantment card from your graveyard into your hand.						
Snow Fortress	AC	R	••••	JMe	5	IA
Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. O/4.						
Soldavi Golem	AC	R	•••	AMa	4	IA
Does not untap during your untap phase. O: Untap one of opponent's creatures to untap Soldavi Golem. Use this ability only at the end of your upkeep. 5/3.						
Soldavi Simulacrum	AC	U	•••	Dfr	4	IA
CU: 1, T: +1/+0 until end of turn. 2/4.						
• Sol Ring	ART	U	•••••	MTe	1	A,B,U,R
T: Add 2 to your mana pool (play as an interrupt).						
Soul Net	ART	U	••	DWl	1	A,B,U,R,4TH
1: Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.						
Spirit Shield	ART	R	•••	SKl	3	FE
2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.						

• Sword of the Ages	ART	R	••••	CRu	6	LG
Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game.						
Tablet of Ephyrr	ART	C	•	CRu	1	AQ
1: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.						
Tawnos's Coffin	ART	R	••••	CRu	4	AQ
3, T: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave Coffin tapped.						
Tawnos's Wand	ART	U	••	DSh	4	AQ,4TH
2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.						
Tawnos's Weaponry	ART	U	•••	Dfr	2	AQ,4TH
2T: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during untap phase.						
Tetravus	AC	R	•••	MTe	6	AQ,4TH
Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or share enchantments on Tetravus. 1/1.						
Throne of Bone	ART	U	••	AMa	1	A,B,U,R,4TH
1: Take 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.						
Time Bomb	ART	R	•••	AWe	4	IA
Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal " damage to each creature and player, where " equals the number of time counters on Time Bomb.						
• Time Vault	ART	R	••••	MTe	2	A,B,U
T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.						
Tormod's Crypt	ART	C	••••	CRu	0	DK, CH
T: Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.						
Tower of Coireadh	ART	U	••	Dfr	2	DK
T: Make target creature unblockable by walls until end of turn.						
Triassic Egg	ART	R	•••	Dfr	4	LG, CH
3, T: Put a counter on Triassic Egg. When there are 2 counters on Triassic Egg, sacrifice it to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.						
Triskelion	AC	R	••••	DSh	6	AQ,4TH
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Urza's Avenger O: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are not cumulative. 4/4.	AC	R	●●●	AWe	6	AQ,4TH	Zelyon Sword 3, T: Make target creature -2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.	ART	R	●●	SG	3	FE	Breeding Pit Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.	EN	U	●●●	Amo	B3	FE
Urza's Bauble T: Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.	ART	U	●	CRu	0	IA	Zoran Orb O: Sacrifice a land to gain 2 life.	ART	U	●●●	Sev	0	IA	Brine Shaman T: Sacrifice a creature to give a creature +2/+2 until end of turn. UU1: Sacrifice a creature to counter a sorcery spell. 1/1.	SC	C	●●	CBr	B1	IA
Urza's Chalice 1 Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.	ART	C	●●	JMe	1	AQ	Black Abomination Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.	SC	U	●●	MTe	BB3	LG,4TH	Broken Visage Bury target non-artifact attacking creature and put shadow token into play. Treat this token as a black creature with power and toughness equal of the attacking creature. Bury token at the end of turn.	INS	R	●●	MIG	B4	HL
Urza's Mirror 3. Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Mirror may not be used when you destroy an artifact to gain benefits from another card.	ART	R	●●	RAF	3	AQ	Abyss, The Each player must bury a target non-artifact creature he or she controls during upkeep.	EW	R	●●	PVe	B3	LG	Burnt Offering Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.	INT	C	●	DGa	B	IA
Vexing Arcanix 3, T: Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.	ART	R	●●●	RGo	4	IA	Abyssal Specter Flying. Opponent damaged by Abyssal Specter must discard a card of his or her choice. 2/3.	SC	U	●●	RTo	BB2	IA	Carnian Ants 1: +1/+1 until end of turn. 0/1.	SC	U	●●●	RTh	BB2	LG,4TH
Vibrating Sphere During your turn, a 1 your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.	ART	R	●●	RTh	4	IA	All Hollow's Eve Put 2 counters on All Hollow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.	EN	R	●●	CRu	BB2	LG	Cemetery Gate Protection from black. 0/5. (Two versions)	SC	C	●●	MBe	B2	HL
Voodoo Doll Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.	ART	R	●●	Sev	6	LG,CH	Armor Thrull T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKI, JMe, RSp, PVe. 1/3.	SC	C	●●●	MuH	B2	FE	Chains of Mephistopheles Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.	EN	R	●●	HHu	B1	LG
Walking Wall Counts as wall. 3: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. D/6. Wall cannot attack the turns it comes under your control.	AC	U	●●●	AWa	4	IA	Artificial Possession Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.	EA	C	●●	CRu	B2	AQ	Cloak of Confusion If target creature you control attacks and is not blocked, you may have it deal no damage this turn. If you do so, defending player must discard a card at random from his or her hand.	EC	C	●	MOK	B1	IA
Wall of Shields Counts as wall. Banding. 0/4.	AC	U	●	RGo	3	IA	Ashen Ghoul Ashen Ghoul can attack the same turn it comes into play. B: Return Ashen Ghoul to play under your control if there are at least three creatures above it in your graveyard. 3/1.	SC	U	●●	RSp	B3	IA	Cosmic Horror First strike. Pay BBBB during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.	SOR	R	●●●	DSh	B	A,B,U,R
Wall of Spears First strike, counts as a wall. 2/3.	AC	C	●	Sev	3	AQ,4TH	Ashes to Ashes Remove two non-artifact creatures from the game and lose 5 life.	SOR	U	●●	DTu	BB1	OK,4TH	Cuambajj Witches T: Each player does 1 damage to any target. 1/3.	SC	C	●●	KFo	B8	AN,CH
Wand of Ith 3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.	ART	U	●●●	OHo	4	DK	Bad Moon All black creatures in play get +1/+1.	EN	R	●●	JMy	B1	A,B,U,R,4TH	Curse Artifact Controller of target artifact must bury target during upkeep or lose 2 life.	EA	U	●	MTe	BB2	DK
War Barge 3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.	ART	U	●●●	TWb	4	DK	Banshee X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.	SC	U	●	JMy	BB2	DK,CH	Cursed Land Do 1 damage to controller of target land during upkeep.	EL	U	●●	JMy	BB2	A,B,U,R,4TH
War Chariot 3, T: Give target creature trample until end of turn.	ART	U	●●●	DWi	3	IA	Baron Sengir Flying. Gets +2/+2 for each creature sent to graveyard on turn where Baron damaged. T: Regenerate target vampire.	SL	R	●●●	PVe	BBB5	HL	Cyclopean Mummy Remove Mummy from game if it goes to graveyard. 2/1.	SC	C	●	EBa	B1	LG,4TH
Weakstone All attacking creatures lose -1/0. Those creatures with power less than 1 deal no damage.	ART	U	●	JHo	4	AQ	Basal Thrull T: Sacrifice Basal Thrull to add BB to your mana pool. Artists: KFo, PFo, RRF, CRu. 1/2.	SC	C	●	MuH	B8	FE	Dance of the Dead Bring a creature from any graveyard into play on your side topped and with +1/+1. Creature does not untap during its controller's untap phase. Its controller may pay 1B to untap it.	EC	U	●●●	RGo	B1	IA
Whalebone Glider 2, T: Give one of your creatures with power no greater than 3 flying until end of turn.	ART	U	●●	AWa	2	IA	Black Carriage Trample. Doesn't untap as normal during untap phase. O: Sacrifice a creature to untap Black Carriage. Do this only during your upkeep.	SC	R	●	DCh	BB3	HL	Dark Banishing Bury target creature. Cannot target black creatures.	INS	C	●●●	DTu	B2	IA
White Mana Battery 2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).	ART	R	●●	AWa	4	LG,4TH	Black Knight Protection from white, first strike. 2/2.	SC	U	●●●	JMe	B8	A,B,U,R,4TH	Darkness Creatures attack and block as normal but deal no damage.	INS	C	●●	HMb	B	LG
							Blight If target land is tapped, destroy it at end of turn.	EL	U	●●	PVe	B8	LG,4TH	Dark Ritual Add BBB to your mana pool.	INT	C	●●●	JHo	B	A,B,U,R,4TH,IA
													Dark Ritual Add BBB to your pool of mana.	INT	C	●●●	Sev	B	A,B,U,R,4TH	
													Deathgrip BB: Counter a green spell (play as an interrupt).	EN	U	●●	Amo	B8	A,B,U,R,4TH	
													Deathlance Change the color of one card being played or in play to black.	INT	R	●●●	Sev	B	A,B,U,R,4TH	



Baron Sengir and Arena: Okay, if you know what these cards do then you probably don't need much of an explanation here. The process is simple: crush opponent's creatures with the Baron and Arena. Baron gets bigger. Repeat. Get it? We thought you would.

BARON SENGIR

ARENA

Winter Orb Each player may only untap up to 1 land during untap phase.	ART	R	●●	MTe	2	A,B,U,R,4TH
Wooden Sphere 1 Take 1 life for any green spell's cost. Can only give 1 life for each time a green spell is cast.	ART	U	●●	MTe	1	A,B,U,R,4TH
Yotian Soldier Yotian Soldier does not tap when attacking. 1/4.	AC	C	●●	CRu	3	AQ,4TH

Bog Imp Flying 1/1	SC	C	●	RSp	B1	OK,4TH
Bog Rats Cannot be blocked by w/e.	SC	C	●●	RSp	B	DK,CH
Bog Wraith Swampwalk 3/3	SC	U	●●	JMe	B3	A,B,U,R,4TH

Drift of the Dead Counts as wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control.	SC	U	●●	BSn	B3	IA
Drudge Skeletons B Regenerates 1/1.	SC	C	●●●	Sev	B1	A,B,U,R,4TH

AC Artifact Creature	ART Artifact	CR Current Rarity	CU Commander's Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
			FA Enchant Artifact	EE Enchant Enchantment	EH Enchantment	INS Instant	LAN Land	SOR Sorcery



players guide

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Drudge Spell	EN U ● HTh BB HL B: Remove 2 creatures from graveyard out of game. Bring token skeleton into play. Skeleton is a black 1/1 creature, B regenerates. All skeletons are discarded if Drudge Spell leaves play.	EN	U	●	HTh	BB	HL
Dry Spell	SOR C ●●● BSn B1 HL Dry Spell deals 1 damage to each creature and player. (Two versions)	SOR	C	●●●	BSn	B1	HL
Eater of the Dead	SC U ●● JMy B4 DK Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4	SC	U	●●	JMy	B4	DK
Ebon Praetor	SC R ●● RAF B4 FE Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5	SC	R	●●	RAF	B4	FE
El-Hajjaj	SC R ●● DWi BB1 AM,R,4TH Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.	SC	R	●●	DWi	BB1	AM,R,4TH
Erg Raiders	SC C ● DWi B1 AM,R,4TH Lose 2 life at end of turn if Erg Raiders don't attack, except on the turn when they're summoned. 2/3	SC	C	●	DWi	B1	AM,R,4TH
Evil Eye Urns-Bey-Gore	SC U ● JMy B4 LG Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6	SC	U	●	JMy	B4	LG
Evil Presence	EL U ●● SEv B A,B,U,R,4TH Target land is now a basic swamp.	EL	U	●●	SEv	B	A,B,U,R,4TH
Fallen, The	SC U ● JMy BBB1 DK, CH During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3	SC	U	●	JMy	BBB1	DK, CH
Fallen Angel	SC U ●●● AMa BB3 LG, CH Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3	SC	U	●●●	AMa	BB3	LG, CH
Fear	EC C ●●● Muli BB A,B,U,R,4th, IA Only black or artifact creatures may block target creature. Artists: MPo, Rem	EC	C	●●●	Muli	BB	A,B,U,R,4th, IA
Feast of the Unicorn	EC C ●● DDe B3 HL Target creature gets +4/+0. (Two versions)	EC	C	●●	DDe	B3	HL
Flow of Maggots	SC R ●●● RSp B2 IA CU: 1 May not be blocked by non-wall creatures. 2/2	SC	R	●●●	RSp	B2	IA
Foul Familiar	SC C ●● AMa B2 IA Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1	SC	C	●●	AMa	B2	IA
Frankenstein's Monster	SC R ●● AMa BBX DK Take X creatures from your graveyard and remove them from the game when casting Frankenstein's Monster, or it is countered. For each creature removed from the game in this way, give Frankenstein's Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1	SC	R	●●	AMa	BBX	DK
Frozen Shade	SC C ●● DSh B2 A,B,U,R,4TH B: +1/+1 until end of turn. 0/1	SC	C	●●	DSh	B2	A,B,U,R,4TH
Funeral March	EC C ●● MBe BB1 HL When target creature leaves play, that creature's controller must sacrifice a creature he controls. Ignore this effect if he controls no other creatures.	EC	C	●●	MBe	BB1	HL
Gangrenous Zombies	SC C ●● BSn BB1 IA T: Sacrifice to deal 1 damage to each creature and player. Gangrenous Zombies deals 2 damage if you control any snow-covered swamps. 2/2	SC	C	●●	BSn	BB1	IA
Gate to Phyrexia	EN U ●● SEv BB AQ Sacrifice one of your creatures during your upkeep to destroy any one artifact.	EN	U	●●	SEv	BB	AQ
Gaze of Pain	SOR C ●● AMa B1 IA For each creature you control that attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.	SOR	C	●●	AMa	B1	IA
Ghost Hounds	SC U ● JMe B1 HL Attacking does not cause Ghost Hounds to tap. Gains first strike if blocking or blocked by white creatures. 1/1	SC	U	●	JMe	B1	HL
Ghosts of the Damned	SC C ● EBw BB1 LR T: Make target creature -1/-0 until end of turn. 1/2	SC	C	●	EBw	BB1	LR
Grunt Slug	SC C ●● AMa B1 LG, CH S: Give Slug landwalk ability of your choice on your next turn. 1/1	SC	C	●●	AMa	B1	LG, CH
Gloom	EN U ●●● DFr B2 A,B,U,R,4TH White spells and white enchantment activation costs now require 3 extra mana.	EN	U	●●●	DFr	B2	A,B,U,R,4TH
Glyph of Doom	INS C ● SVC B LG Creatures blocked by target wall are destroyed after combat.	INS	C	●	SVC	B	LG
Grandmother Sengir	SC R ●● PVe B4 HL B1, T: Target creature -1/-1 until end of turn. 3	SC	R	●●	PVe	B4	HL
Gravebind	INS R ●● EBi B LG Target creature can't regenerate. If it does, it dies at beginning of the next turn.	INS	R	●●	EBi	B	LG

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Grave Robbers	SC R ●●● QHo BB1 DK B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1	SC	R	●●●	QHo	BB1	DK
Greater Werewolf	SC C ●●● DDe B4 HL After combat, put a -0/-1 counter on all creatures that blocked werewolf. 2/4.	SC	C	●●●	DDe	B4	HL
Greed	EN R ●●● PFo B3 LG, 4TH B: Draw an extra card and sacrifice 2 life.	EN	R	●●●	PFo	B3	LG, 4TH
Guardian Beast	SC R ●●● KMe B3 AN If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.	SC	R	●●●	KMe	B3	AN
Hasran Ogress	SC C ● DFr BB AM, CH Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2	SC	C	●	DFr	BB	AM, CH
Haunting Wind	EN U ● JMe B3 AQ Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.	EN	U	●	JMe	B3	AQ
Inquisition	SOR C ● AMa B2 DK Examine target player's hand. Do 1 damage to for each white card in hand.	SOR	C	●	AMa	B2	DK
Irin Sengir	SC U ● PVe BB2 HL All white and green enchantments cost an extra 2 to cast. 2/2.	SC	U	●	PVe	BB2	HL
Javali Evil	SOR R ●● CRu B2 LG Do 2 damage to opponent for each white creature opponent controls.	SOR	R	●●	CRu	B2	LG
Junun Efreel	SC U ●●● CRu BB1 AM, 4TH Flying. Pay BB during upkeep or Junun Efreel is destroyed. 3/3.	SC	U	●●●	CRu	BB1	AM, 4TH
Juzam Djinn	SC R ●●● MTe BB2 AN Lose 1 life during upkeep. 5/5	SC	R	●●●	MTe	BB2	AN
Khabal Ghoul	SC R ●●● DSh B2 AN Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1	SC	R	●●●	DSh	B2	AN



BARTEL RUNEAXE



TAKKLEMAGGOT

Bartel Runeaxe and Takklemaggot: Holy crap, just look at what Mr. Runeaxe can do: he's 6/5, doesn't tap to attack and can't be the target of an Enchant Creature spell! Since Bartel can't be targeted by a nasty black enchantment like Takklemaggot, everything around him will start dropping like flies while he stays a healthy 6/5 attacker and defender!

Headless Horseman	SC C ●● QHo B2 LG 2/2	Kjeldoran Dead	SC C ●●● AMe B IA You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1
Headstone	INS C ●● DCh B1 HL Remove target card in any graveyard from game. Draw a card during next turn's upkeep.	Knights of Stromgald	SC U ●●● MPo BB IA Protection from white. BB +1/+0 until end of turn. B: First strike until end of turn. 2/1
Hecatomb	EN R ●●● HTh BB1 IA Sacrifice four creatures when Hecatomb comes into play. O: Tap a swamp you control to have Hecatomb deal 1 damage to any target.	Koskun Falls	EW R ●● RAI BB2 HL During your upkeep, tap target creature you control or bury Koskun Falls. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.
Hellfire	SOR R ●●● PVe BB2 LG Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.	Krovikan Elementalist	SC U ●● DSh BB IA 2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1
Hell's Caretaker	SC R ●●● SEv B3 LG, CH T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.	Krovikan Fetish	EC C ●● HHu B2 IA Target creature gets +1/+1. Draw a card at the beginning of the next turn.
Hell Swarm	INS C ● CRu B LG Make all creatures -1/-0 until end of turn.	Krovikan Vampire	SC U ●● QHo BB3 IA If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3
Hoar Shade	SC C ●● RTh B3 IA B: +1/+1 until end of turn. 1/2	Legions of Lim-Dal	SC C ●● AMa BB1 IA Snow-covered swampwalk. 2/3
Horror of Horrors	EN U ●● MTe BB3 LG Sacrifice a swamp to regenerate a black creature.	Leshrac's Rite	EC U ●● RTh B IA Give target creature swampwalk.
Howl from Beyond	INS C ●●● MPo BX A,B,U,R,4th, IA Target creature gains +X/+0 until end of turn.	Leshrac's Sigil	EN U ●●● DTu BB IA BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.
Hydrolaterous Lure	SC U ●● RTh B4 IA O: Gains flying and -1/-0 until end of turn. 4/3.	Lesser Werewolf	SC U ●● QHo B3 LG B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4
Hymn to Tourach	SOR C ●●● Muli BB FE Target player randomly discards two cards in hand. Artists: LDe, QHo, SKi, SVC.	Lich	EN R ●● DGo BBBB A,B,U Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when lich leaves play.
Hypnotic Specter	SC U ●●● DSh BB1 A,B,U,R,4TH Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2	Lim-Dal's Cohort	SC C ●● DSh BB1 IA Creatures blocking or blocked by Lim-Dal's Cohort cannot regenerate this turn. 2/3
Icequake	SOR U ●● RKF BB1 IA Destroy a land. If it is a snow-covered land, Icequake does 1 damage to the land's controller.	Lim-Dal's Hex	EN U ●● LDe B1 IA During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.
Ihsan's Shade	SC U ●●● CRu BBB3 HL Protection from white. 5/5.	Lord of the Pit	SC R ●● MTe BBB4 ABUR,4TH Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.
Imprison	EC R ●●● CRu B LG 1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.	Lost Soul	SC C ●● RAF BB1 LG, 4TH Swampwalk. 2/1
Internal Darkness	EN R ●● PFo BB2 IA CU B and 1 life. All mana-producing lands produce B instead of their normal mana.	Marsh Gas	INS C ● DSh B DK, 4TH Make all creatures -2/-0 until end of turn.
Internal Denizen	SC R ●● DTu B7 IA During your upkeep, you must sacrifice two swamps or Internal Denizen becomes tapped, and target opponent may gain control of a creature you control of his or her choice. T: Gain control of target creature. 5/7		
Internal Medusa	SC U ●● AMa BB3 LG Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.		
Initiates of the Ebon Hand	SC C ●● Muli B FE 1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: LDe, KFo, HHu. 1/1		

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Mind Raval Target player must discard a card from his or her hand. Draw a card at the beginning of the next turn.	SOR	C	•	MTe	B2	IA	Pox Each player sacrifices 1/3 of their life, then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.	SOR	R	••••	CBr	BBB	IA	Sorceress Queen T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.	SC	R	•••••	KFo	BB1	AN,R,4TH
Mindstab Thrull If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: HHu, RKF, MTe 2/2	SC	C	••	MuK	BB1	FE	Priest of Yawgmoh T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.	SC	C	•	MTe	B1	AO	Soul Burn Do 1 damage to any target for each B or R spent above the casting cost. Gain 1 life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his or her total life.	SOR	C	•••	RAI	B2	IA
Mind Twist Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.	SOR	R	•••••	JBa	BX	A,B,U,R,4TH	Quagmire Creatures with swampwalk may be blocked.	EN	U	••	Dfr	B2	LG	Soul Exchange Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.	SOR	U	••••	AWa	BB	FE
Mind Warp Look at a player's hand and discard X cards of your choice from that hand.	SOR	U	•••	Lda	B3X	IA							Soul Kiss B: Sacrifice 1 life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.	EC	C	••••	HLe	B2	IA	
Mind Whip During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he or she does not pay 3. That creature is tapped if Mind Whip deals damage in this way.	EC	R	•••	Dtu	BB2	IA							Spirit Shackles Put a 0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackles is removed.	EC	U	••	EBe	BB	LG,4TH	
Minion of Leshrac Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac does 5 damage to you and becomes tapped. T: Destroy target creature or land. 5/5.	SC	R	••••	LWi	BBB4	IA							Spills of Evil Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.	INT	R	••••	QHo	B2	IA	
Minion of Teveth Szol Pay BB during upkeep or take 2 damage. T: Give target creature +3/+2 until end of turn. 4/4.	SC	R	•••••	JBa	BBB4	IA							Spills of War Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.	SOR	R	••••	PVe	BX	IA	
Mold Demon Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.	SC	R	•	JHy	BB5	LG							Stench of Evil Destroy all plains. Each player takes 1 damage for each plains he or she loses this way. Each player may pay 2 for each 1 damage he or she wishes to prevent.	SOR	U	••••	MTe	BB2	IA	
Mole Worms T: Tap a land. As long as Mole Worms remain tapped, that land does not untap normally during its controller's untap phase. You may choose not to untap Mole Worms. 1/1.	SC	U	••••	DGe	B2	IA							Stone-Throwing Devils First strike. 1/1.	SC	C	•••	KMe	B	AN	
Moor Fiend Swampwalk. 3/3.	SC	C	•••	AMa	B3	IA							Stronghold Cabal T: Sacrifice 1 life to counter a white spell. 2/2.	SC	R	•••••	AMa	BB1	IA	
Murk Dwellers If Murk Dwellers attack and are not blocked, they gain +2/+0 2/2.	SC	C	•••	Dtu	B3	DK,4TH							Syphen Soul Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphen Soul.	SOR	C	••••	MBE	B2	LG	
Nameless Race Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards among your opponents have in play and in their graveyards. */*.	SC	R	•••	QHo	B3	DK							Taklemoggot Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Taklemoggot. If no new targets exist, Taklemoggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Taklemoggot enchanted.	EC	U	••	DGe	BB2	LG,CH	
Necrite If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, Dtu 2/2	SC	C	••	MuK	BB1	FE							Terror Bury target creature. Cannot target black or artifact creatures.	INT	S	••••	RSP	B1	A,B,U,R,4TH	
Necropotence Skip your draw phase. O: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next discard phase.	EN	R	•	MTe	BBB	IA							Timmerian Fiends Remove Timmerian Fiends from your deck if not paying for ante BBB. Sacrifice Timmerian Fiends to bury target artifact owned by any opponent into your graveyard. Put Timmerian Fiends into that opponent's graveyard. This card change is permanent. The opponent may, at any time, add a counter to counter this effect. 1/1.	SC	R	•••	AMa	BB1	HL	
Nether Shadow If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.	SC	R	•••	CRu	BB	A,B,U,R,4TH							Thrull Champion At this set +1 +1 T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.	SC	R	••••	DGe	B4	FE	
Nether Void Counter all spells unless their casters pay an extra 3.	EW	R	•••	HMc	B3	LG							Thrull Retainer Give target creature +1 +1. Sacrifice Thrull Retainer to regenerate the creature. 1/1.	EC	U	••••	RSp	B	FE	
Nettling Imp T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.	SC	U	•••	QHo	B2	A,B,U,R							Thrull Wizard B1: Counter target black spell unless caster pays an additional B or 3 (players an exception). 1/1.	SC	U	••	AMa	B2	FE	
Nightmare Flying. Power and toughness equal number of swamps controller has in play. */*.	SC	C	••••	MRa	B3	IA							Torture B1: Player 1: Take control of target creature or artifact. (Two versions). 1/1.	EC	C	•••	MTe	B	HL	
Norrit T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during opponent's turn before his or her attack. 1/1.	EN	R	•••	DSh	B3	IA							Touch of Darkness Change the color of any creature target creature to black until end of turn. (Two versions). 1/1.	INT	L	••••	PVe	B0	LG	
Oath of Lim-Dul For each point of damage you take or if you lose, sacrifice one of your permanents or discard a card from your hand. BB. Draw a card.	EN	R	•••	DSh	B3	IA							Touch of Death T: Destroy target creature. (Two versions). 1/1.	SOR	C	••••	MBE	B2	IA	
Order of the Ebon Hand Protection from white. BB - 1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRu, RSp 2/1.	SC	C	••••	MuK	BB	FE							Touch of Scent B: Destroy target creature who puts a token into play without paying its cost. 1/1.	EW	U	•••	RKF	BB1	FE	
Oubliette Place target creature out of play.	EN	C	••••	DSh	BB1	AN							Touch of Scent B: Destroy target creature who puts a token into play without paying its cost. 1/1.	EW	U	•••	RKF	BB1	FE	
Paralyze Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.	EC	C	•••	AMa	B	A,B,U,R,4TH							Transmutation Change the color of any creature target creature to black until end of turn. (Two versions). 1/1.	INT	L	••~	PVe	B0	LG,CH	
Pestilence Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of your turn.	EN	C	•••••	JMy	B2	A,B,U,R,4TH							Uncle Istvan Do 1 damage to each creature and all players. Discard Underworld Dreams if there are no creatures in play at the end of your turn. (Two versions). 1/1.	SC	R	••~	MBE	BBB	LG	
Pestilence Rats equals the number of other Rats in play. */3.	SC	C	••	JMe	B2	IA							Underworld Dreams Do 1 damage to each creature and all players. Discard Underworld Dreams if there are no creatures in play at the end of your turn. (Two versions). 1/1.	EW	U	••~	JBa	BBB	LG	
Phyrexian Gremlins T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.	SC	C	••~	AWe	B2	AO							Unholy Strength Flying. R: Give each creature +1/+1 until end of turn. Only BB may be spent. 1/1.	EC	••~	DSa	R	A,B,U,R,4TH		
Pit Scorpion If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.	SC	C	••	SKi	B2	LG,4TH							Vampire Bats Flying. R: Give each creature +1/+1 until end of turn. Only BB may be spent. 1/1.	SC	C	••	AMa	B	LG,4TH	
Plague Rats Power and toughness equal number of Plague Rats in play. */*.	SC	C	••	AMa	B2	A,B,U,R,4TH							Veldrone of Sengir B1: Destroy target creature. 1/1.	SC	P	••~	SKi	BB5	HL	



Soraya the Falconer: Homelands' most worthless card? Maybe if you're playing without birds. But if you've got a few for fans, Soraya's got some pretty good payoffs that go beyond the +1/+1 bonus she gives. Banding is one of the most useful creature abilities, and Soraya's knack for bestowing it upon her pet falcons makes her a must for any facon deck.

Rag Man BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.	SC	R	•••	DGe	BB2	DK,4TH
Raise Dead Bring a creature from your graveyard into your hand.	SOR	C	•••	JMe	B	A,B,U,R,4TH
Royal Assassin T: Destroy any tapped creature. Hey, TV's the subject of an #1 feature! 1/1.	SC	R	•••••	TWe	BB1	A,B,U,R,4TH
Sacrifice Sacrifice creature to add to your mana pool black mana equal to that creature's casting cost.	INT	U	••	Dfr	6	A,B,U,R
Scalib Zombies 2/2.	SC	C	••	JMy	B2	A,B,U,R,4TH
Scavenging Ghoul At the end of turn, add a counter for each other creature played in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.	SC	U	•••	JMe	B3	A,B,U,R,4TH
Season of the Witch At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.	EN	R	••	JMy	BBB	DK
Seizures When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him or her.	EC	C	•••	JBa	B1	IA
Sengir Autocrat When Sengir Autocrat comes into play, put these red tokens into play. Treat these tokens as 0-1 black creatures. If Sengir Autocrat leaves play, bury all self-tokens. 2/2.	SC	R	•••	Dfr	B3	HL
Sengir Bats Flying. For each creature put into the graveyard this turn that it was damaged by the Bats, Sengir Bats regenerate +1/+1. (Two versions). 1/1.	SC	C	•••	Dfr	BB1	HL
Sengir Vampire Flying. Gets +1 +1 counter if a creature dies this turn. Vampire damaged if 4/4.	SC	U	••••	AMa	BB3	A,B,U,R,4TH
Sewers of Estark If target creature is attacking, it may not block. If target creature is blocking, it may not attack. 1/1.	INT	R	•••	AMa	BB2	PDCA
Shimoon Night Stalker Reduced to damage done by you alone. 1/1.	SC	C	••	JMe	BB3	LG,4TH
Simulacrum Reinfectiously due to 1/1 damage. 1/1.	INT	C	••••	AMa	B	A,B,U,R,4TH
Sinkhole Destroy all in play. 1/1.	SOR	C	•••	SEv	BB	A,B,U
Songs of the Damned At the end of each player's turn, destroy all creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Songs of the Damned is destroyed. 1/1.	INT	R	••	JMy	BBB	DK

••• Restricted Bonnet
M: Artifact Creature

ART: Artifact
CR: Current Rarity

CU: Current Rarity
EA: Enchantment

F: Faerie
FE: Faerie

LG: Land
LG,4TH: Land, 4th Edition

INT: Intimidate
IA: Intimidate

SC: Sorcery
SKi: Sorcery

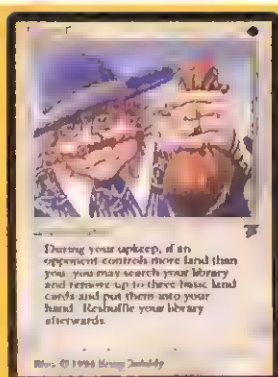


players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Walking Dead	SC	C	****	Dfr	B1	LG
B: Regenerates 1/1.						
Wall of Bone	SC	U	**	AMa	B2	A,B,U,R,4TH
B: Regenerates 1/4						
Wall of Putrid Flesh	SC	U	**	RTh	B2	LG
Protection from white damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4						
Wall of Shadows	SC	C	***	PYe	BB	LG, CH
damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.						
Wall of Tombstones	SC	U	*	Dfr	B1	LG
* = the number of creatures in your graveyard. 0/1+.						
Warp Artifact	EA	R	***	AWe	BB	A,B,U,R,4TH
Do 1 damage to target artifact's controller during upkeep.						



DAKKON BLACKBLADE



LAND TAX

Weakness	EC	C	****	DSh	B0	A,B,U,R,4TH
Target creature loses -2/-1						
Will-O'-The-Wisp	SC	R	*****	JMy	B	A,B,U,R,4TH
Flying B Regenerates 0/1						
Withering Wisps	EN	U	****	Nth	BB1	IA
B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control. Destroy Withering Wisps if there are no creatures in play at end.						
Word of Binding	SOR	C	***	RSp	BBX	DK, 4TH
Tap X creatures						
Word of Command	INS	R	*	JMy	BB	A,B,U
Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.						
Worms of the Earth	EN	R	*	AMa	BBB2	DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.						
Wretched, The	SC	R	***	CRu	BB3	LG, CH
After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control 2/5.						
Xenic Poltergeist	SC	R	***	Dfr	BB1	AQ, 4TH
T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.						
Yawgmoth Demon	SC	R	**	Sev	BB4	AQ, CH
Flying, first strike. During your upkeep, sacrifice one of your artifacts. Yawgmoth Demon taps to do 2 damage to you. 6/6.						
Zombie Master	SC	R	**	JMe	BB1	A,B,U,R,4TH
All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3.						

Acid Rain	SOR	R	***	NTh	U3	LG
Destroy all forests in play.						
Ether Storm	EN	U	**	MTe	3U	HL
No summon spell may be cast. Any player may pay 4 life to bury Ether Storm. Effects that prevent or redirect damage may not be used to counter this loss of life.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Air Elemental	SC	U	****	RTh	UU3	A,B,U,R,4TH
Flying. 4/4.						
Amnesia	SOR	U	***	MPo	UUU3	DK
Examine target player's hand. Target discards all non-land cards in hand.						
Ancestral Recall	INS	R	*****	MPo	U	A,B,U
Target player must draw 3 cards.						
Animate Artifact	EA	U	***	DSh	U3	A,B,U,R,4TH
Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.						
Anti-Magic Aura	EC	C	****	DSh	U2	LG
Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.						
Apprentice Wizard	SC	C	***	Dfr	UU1	DK, 4TH
U, T. Add 3 to your mana pool (play as an interrupt). 0/1						
Arrogator's Ascent	EN	C	***	DTu	UU1	IA
CU: U. 1: Target creature gains flying until end of turn.						
Azure Drake	SC	U	***	Dfr	U3	LG, CH
Flying. 2/4.						
Baki's Curse	SOR	R	**	NLe	UU2	HL
Baki's Curse deals 2 damage to each creature for each creature enchantment on that creature.						
Backfire	EC	U	**	BSn	U	LG, 4TH
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.						

Dakkon Blackblade and Land Tax: What better way to make Dakkon huge than to have lots of land in play? What better way to get lots of land than to use Land Tax? This is a much neater use for Land Tax than all those silly Armageddon decks. And heck, if you don't like having particularly large creatures, feel free to throw down an Armageddon and bring ol' Dakkon down to Gary Coleman size.

Baldurian Conjurer	SC	U	***	MTe	U1	IA
T: Turn a snow-covered land into a 2/2 creature until end of turn 0/2.						
Baldurian Shaman	SC	C	**	QHo	U	IA
T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1. 1/1.						
Binding Grasp	EC	U	****	RTo	U3	IA
Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/-1.						
Blue Elemental Blast	INT	C	***	RTh	U	A,B,U,R,4TH
Counter a red spell being cast or destroys a red card in play.						
Boomerang	INS	C	****	BSn	UU	LG, CH
Return target permanent to owner's hand.						
Brineyseyer	SOR	R	****	MTe	UUU	A,B,U,R
Target player must draw X cards.						
Brainstorm	INS	C	****	CRu	U	IA
Draw three cards, then put any two cards from your hand on top of your library in any order.						
Breath of Dreams	EN	U	***	PYe	UU2	IA
CU: U Green creatures require an additional CU 1.						
Brine Hag	SC	U	*	QHo	UU2	LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2 2/2.						
Chain Stasis	INS	R	***	PMA	U	HL
Tap or untap target creature. Controller of target creature may pay U2 to have Chain Stasis tap or untap another target creature.						
Clairvoyance	INS	C	***	RMA	U	IA
Look at target player's hand. Draw a card at the beginning of the next turn.						
Clone	SC	U	****	JBo	U3	A,B,U,R
Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*						
Control Magic	EC	U	*****	Dfr	UU2	A,B,U,R,4TH
Control target creature until enchantment is discarded or game ends.						
Copy Artifact	EA	R	****	AWe	U1	A,B,U,R
Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Coral Reef	EN	Cn	**	AWe	UU	HL
Put four polyh counters on Coral Reef. Do sacrifice an island for 2 polyh. U. Tap and place +0/+1 counter on target blue creature you control. Remove 1 polyh counter.						
Counterspell	INT	U	*****	MPo	UU	A,B,U,R,4TH,IA
Counter target spell as it is being cast.						
Creature Bond	EC	C	**	AMa	U1	A,B,U,R,4TH
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.						
Dance of Many	EN	R	***	Sev	UU	DK, CH
When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.						
Dandan	SC	C	*	DTu	UU	AN, CH
Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.						
Dark Maze	SC	C	**	RAI	U4	HL
O: Dark Maze can attack this turn. At the end of turn, remove Dark Maze from the game. Dark Maze cannot attack the turn it comes under your control. (Two versions)						
Deep Spawn	SC	U	***	MTe	UUU5	FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U Deep Spawn may not be target of spells or effects until end of turn. Tap Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.						
Deep Water	EN	C	**	JMe	UU	DK
U. All mana-producing lands under your control produce U until end of turn instead of their usual mana.						
Deflection	INT	R	*****	MTe	U3	IA
Target spell with one target now targets a legal target of your choice.						
Devooring Deep	SC	C	**	LBo	U2	LG
Islandwalk 1/2.						
Drafin's Restoration	SOR	C	**	AWe	U	AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.						
Drain Power	SOR	R	****	DSh	UU	A,B,U,R,4TH
Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.						
Dream Coat	EC	U	***	AWa	U	LG
Change target creature's color to another color (play as an interrupt).						
Dreams of the Dead	EN	U	***	HHu	U3	IA
U1 Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.						
Drowned	SC	C	*	QHo	U1	DK
B Regenerates 1/1.						
Elder Spawn	SC	R	*	JMy	UUU4	LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.						
Electric Eel	SC	U	**	AMa	U	DK
RR Give Eel +2/-0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.						
Enchantment Alteration	INS	U	****	BSn	U	LG, CH
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.						
Energy Flux	EN	U	***	KFo	U2	AQ, R, 4TH
Each artifact requires 2 during upkeep or it must be destroyed.						
Energy Tap	SOR	C	**	DGo	U	LG, 4TH
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.						
Enervate	INS	C	*	LWi	U1	IA
Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.						
Erosion	EL	C	**	PYe	UUU	DK, 4TH
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.						
Errant Minion	EC	C	*	HMt	U2	IA
During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or she wishes to prevent from Errant Minion.						
Essence Flora	EC	C	***	RKF	U	IA
Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.						
Feedback	EE	U	**	QHo	U2	A,B,U,R,4TH
Do 1 damage to controller of target enchantment during upkeep.						
Field of Dreams	EW	R	***	KFo	U	LG
The top card in every library plays face up.						
Fishliver Oil	EC	C	***	AMa	U1	AN, CH
Give target creature islandwalk.						
Flesh Counter	INT	C	***	HMt	U1	LG
Counter target interrupt or instant spell.						
Flesh Flood	INS	C	*	TWa	U	LG, CH
Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.						
Flight	EC	C	****	AMa	U	A,B,U,R,4TH
Target creature now has flying.						
Flood	EN	C	***	DDe	U	DK, 4TH
UU: Tap target non-flying creature.						
Flying Man	SC	C	****	CRu	U	AN
Flying 1/1.						



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						

Power Artifact	EA	U	••	DSh	UU	AQ
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.						
Power Leak	EE	C	••	DTu	U1	A,B,U,R,4TH
Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.						
Power Sink	INT	C	••••	RTh	UX	A,B,U,R,4TH,IA
Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.						
Prodigal Sorcerer	SC	C	••••	DSh	U2	A,B,U,R,4TH
T: Do 1 damage to any target. 1/1						
Psionic Blast	INS	U	••••	DSh	U2	A,B,U
Do 4 damage to any target and 2 damage to you.						
Psionic Entity	SC	R	••	JHo	U4	LG,4TH
T: Do 2 damage to any target and 3 damage to itself. 2/2.						
Psychic Allergy	EN	R	••••	MTu	UU3	DK
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.						
Psychic Purge	SOR	C	•••	SVC	U	LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.						
Psychic Venom	EL	C	••	BSn	U1	A,B,U,R,4TH
Do 2 damage to target land's controller whenever target land is tapped.						
Puppet Master	EC	U	•••	Sev	UUU	LG,CH
If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.						
Ray of Command	INS	C	•••••	HMc	U3	IA
Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.						
Ray of Erasure	INS	C	••	MRu	U	IA
Target player must take the top card of his or her library and place it in his or her graveyard. Draw a card at the beginning of the next turn.						
Reality Twist	EN	R	••	JGr	UUU	IA
CU: UUU Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.						
Recall	SOR	U	•••••	BSn	UUU	LG,CH
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.						
Reconstruction	SOR	C	•••	AMa	U	AQ,R
Bring an artifact from your graveyard into your hand.						
Reef Pirates	SC	C	••	TWu	UU1	HL
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2 (Two versions) blocked a blue creature or a blue creature blocked Sea Troll. 2/1						
Relic Bind	EA	R	••	CRu	U2	LG,4TH
When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.						
Remove Soul	INT	C	•••	BSn	U1	LG,CH
Counter target summon spell.						
Reset	INT	U	•••	NLo	UU	LG
Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.						
Reveka, Wizard Savant	SL	R	••••	SVC	UU2	HL
T: Reveka does 2 damage to creature or player and does not untap during your next untap phase. 0/1.						
Reverberation	INS	R	••••	JHo	UU2	LG
Redirect damage from a sorcery to its caster.						
Riptide	INS	C	••	RAF	U	DK
Top all blue creatures.						
River Merfolk	SC	R	••••	DSh	UU	FE
U: Give River Merfolk mountainwalk until end of turn. 2/1.						
Sage of Lat-Nam	SC	C	•	PVe	U1	AQ
T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard. 1/1						
Sea King's Blessing	INS	U	••	RAF	U	LG
Change the color of any number of target creatures to blue until end of turn.						
Sea Serpent	SC	C	••	JMe	US	A,B,U,R,4TH
Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.						
Seasinger	SC	U	•••	AWu	UU1	FE
T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Sea Spirit	SC	U	•••	RAI	U4	IA
U: +1/+0 until end of turn. 2/3.						
Sea Sprite	SC	U	•••	SVC	U1	HL
Flying. Protection from red. 1/1						
Sea Troll	SC	U	•	DGe	U2	HL
U: Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a Creature. 2/1						
Segovian Leviathan	SC	U	•••	MBu	U4	LG,4TH
Islandwalk. 3/3.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Tangle Kelp	EC	U	••	RAI	U	DK
Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.						
Telekinesis	INS	R	••	DGe	UU	LG
Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.						
Teleport	INS	R	•••	DSh	UUU	LG,CH
Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.						



LADY EVANGELA



THE WRETCHED

Lady Evangela and The Wretched: The last thing you want The Wretched to do is kill off one of his blockers, so do your opponent a favor and zap The Wretched with Lady Evangela. This way, The Wretched becomes nice and peaceful and everyone is happy. Well, everyone except your opponent and his ex-creature-with-a-new-ZIP-code

Serenidib Djinn	SC	R	••	AMa	UU2	AN
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.						
Serenidib Elfreet	SC	R	••••	AMa	U2	AN,R
Flying. Does 1 damage to you during upkeep. 3/4.						
Shyft	SC	R	•••	RTh	U4	IA
During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2						
Sibilant Spirit	SC	R	•••••	RSp	U5	IA
Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6.						
Silhouettes	INS	U	•	KFo	U4	LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.						
Silver Erro	SC	U	•••	MBu	U3	IA
Flying, trample. 2/2.						
Sinbad	SC	U	•	JBa	U1	AN,4TH
T: Draw new card, you may only keep it if it's a land. 1/1.						
Siren's Call	INS	U	•••	AMa	U	A,B,U,R,4TH
All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.						
Sleight of Mind	INT	U	•••••	NLo	U	A,B,U,R,4TH,IA
Change the text of a card being played or in play by switching one color word with another.						
Snow Devil	EC	C	•••	KMe	U1	IA
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.						
Snowfall	EN	C	••	PFo	U2	IA
CU: U Islands may produce an addition U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.						
Soldavi Machinist	SC	U	••	JMe	U1	IA
T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1						
Soul Barrier	EN	U	•	HMc	U2	IA
Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.						
Spectral Cloak	EC	U	••••	RAI	UU	LG
Target creature may not be targeted by spells or fast effects unless it is tapped.						
Spell Blast	INT	C	••••	BSn	UX	A,B,U,R,4TH
Counter target spell; it is casting cost of target spell.						
Stasis	EN	R	•••	FJo	U1	A,B,U,R,4TH
Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed, cards still don't untap until next untap phase.						
Steel Artifact	EA	U	•••	AWu	UU2	A,B,U,R,4TH
Take control of target artifact.						
Sunken City	EN	C	•••	JMy	UU	DK,4TH
All Blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.						
Syvelunde Priest	SC	U	•••	RSp	U1	FE
UU, T Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1						

Thoughtflame	INT	R	•••	MPu	U	A,B,U,R,4TH
Change the color of a card being played or already in play to blue.						
Thunder Wall	SC	U	••••	RTh	UU1	IA
Flying, U: +1/+1 until end of turn. 0/2.						
Tidal Flats	EN	C	••	MDu	U	FE
UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creature to prevent Tidal Flats from imposing first strike to that creature's blocker. Artists: RAI (two versions). Sev						
Tidal Influence	EN	U	••	TWu	U2	FE
Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influence, all blue creatures get -2/-0. When there are 3 tide counters, all blue creatures get +2/-0. Remove all tide counters when there are 4 on Tidal Influence.						
Time Elemental	SC	R	•••	AWu	U2	LG,4TH
Put UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.						
Time Twister	SOR	R	•••••	MTu	U2	A,B,U
Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.						
Time Walk	SOR	R	•••••	AWu	U1	A,B,U
Take an extra turn immediately after the end of the one in which you cast Time Walk.						
Transmute Artifact	SOR	U	•••	AMa	UU	AQ
Choose an artifact from your library and immediately place it in play; also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.						
Twiddle	INS	C	•••••	RAI	U	A,B,U,4TH
Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.						
Undertow	EN	U	••	RAF	U2	LG
Creatures with islandwalk may be blocked.						
Unstable Mutation	EC	C	•••	DSh	U	AN,R,4TH
Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.						
Unsummon	INS	C	•••	DSh	U	A,B,U,R,4TH
Return target creature to the hand of its owner. Discard enchantments on creature.						
Updraft	INS	U	•••	LWi	U1	IA
Give target creature flying until end of turn. Draw a card at the beginning of the next turn.						
Venarian Gold	EC	C	•••	DGe	UUU	LG
Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.						
Vesuvan Doppelganger	SC	R	•••••	QHo	UU3	A,B,U,R
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*						
Vodalian Knights	SC	R	••••	SVC	UU1	FE
First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. Knights can not attack if your opponent controls no islands. 2/2.						

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
Vodalian Mage U, T: Counter a target spell unless caster pays an additional 1 QHo, SVC, MPO 1/1.	SC	C	***	MuH	U2	FE	Arcoades Sabbath Flying. All creatures on Sabbath's side gain +2 defense when untapped. W: Give Sabbath +0/+1 until end of turn. Pay WGU during upkeep or bury Arcoades Sabbath. 7/7.	SL	R	****	EBe	UJGGW2	LG, CH	Giant Trap Door Spider GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.	SC	U	***	HfH	GR1	IA
Vodalian Soldiers Arist: MBe, RKF, JMe, SVC. 1/2.	SC	C	*	MuH	U1	FE	Axelrad Gunnarson Trample. Each time a creature is placed in graveyard during a turn in which Axelrad damaged it, take 1 life and do 1 damage to target player. 5/5.	SL	R	***	SKi	BRR4	LG, CH	Glaciars All mountains become plains.	EN	R	***	MfE	UW2	IA
Vodalian War Machine Tap Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.	SC	R	***	AWe	UU1	FE	Ayesha Tanaka T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.	SL	R	***	BWu	UUWV	LG, CH	Gosta Dirk First strike. Creatures with islandwalk may be blocked as normal while Gosta Dirk is in play. 4/4.	SL	R	***	RTh	UUWW3	LG
Volcanic Eruption Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.	SOR	R	***	DSh	UUUK	ABUR4TH	Barklooth Warbeard 6/5.	SL	U	**	ARu	BRR4	LG	Gwendlyn Di Coral T: Target player randomly discards a card in hand (play only during your turn). 3/5.	SL	R	****	JBa	BBUR	LG
Wall of Air Flying. 1/5.	SC	U	***	RTh	UU1	ABUR4TH	Bartel Runeaxe Cannot be target of enchant creature spells. Does not tap to attack. 6/5.	SL	R	****	ARu	BGR3	LG	Halfdane Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.	SL	R	***	MBe	BUW1	LG
Wall of Kelp UU, T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.	SC	R	***	ARu	UU	HL	Boris Devilboon BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.	SC	R	***	JMy	BR3	LG	Hazezon Tamar On your first upkeep after Hazezon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.	SL	R	****	RKF	GRW4	LG
Wall of Vapor Cannot be damaged by creatures it blocks. 0/1.	SC	C	***	RTh	U3	LG, CH	Centaur Archer T: Deal 1 damage to target flying creature. 3/2.	SC	U	***	MBe	GR1	IA	Hunding Gjornerson Rampage. 1. 5/4.	SL	U	**	RTh	UUW3	LG
Wall of Water U: +1/+0. 0/5.	SC	U	**	RTh	UU1	ABUR4TH	Chromatic Armor Put a sleight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a sleight counter on Chromatic Armor and change the color that it protects against. X equals the number of sleight counters on Chromatic Armor.	EC	R	****	MPO	UW1	IA	Hymn of Rebirth Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.	SOR	U	****	RKF	GW3	IA
Wall of Wonder UU2: Give Wall of Wonder +4/+4 and enable it to attack. 1/5.	SC	U	**	RTh	UU2	LG, CH							Jacques le Verri Make all your green creatures +0/+2. 3/2.	SL	R	***	ARu	GRW1	LG	
Water Elemental 5/4.	SC	U	**	JMe	UU3	ABUR4TH														
Water Wurm Water Wurm gains +0/+1 if opponent controls an island. 1/1.	SC	C	**	RSp	U	DK														



ADUN OAKENSHIELD



HELL'S CARETAKER



RUKH EGG

Adun Oakenshield, Hell's Caretaker and Rukh Egg: Sacrifice the Rukh Egg to the Caretaker to bring a creature from the graveyard into play. You'll also get a 4/4 Rukh. Tap Adun to bring the Rukh Egg from your graveyard to your hand. Cast the Rukh Egg. Repeat. If somebody kills the Caretaker, bring him back with Adun. Somebody off Adun? Bring him back with the Caretaker. Somebody kill the Rukh Egg? Good.

Wind Spirit Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.	SC	U	****	KFo	U4	IA	Chromium Flying, rampage 2 Pay BUW during upkeep or bury Chromium. 7/7.	SL	R	***	EBe	BBUJWW2	LG, CH	Jasmine Barani 4/5.	SL	U	**	RKF	GW3	LG
Winter's Chill Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.	INS	R	***	EBe	UX	IA	Dakkan Blackblade * equals the number of lands you control. */*.	SL	R	****	RKF	BUW2	LG, CH	Jedri Ojanen 5/5.	SL	U	***	MPo	UW4	LG
Word of Undoing Return target creature to the hand of its owner. Any white enchantments you own on that creature go to your hand.	INS	C	****	CRu	U	IA	Dark Heart of the Wood Sacrifice a forest to gain 3 life.	EN	C	***	CRu	BG	DK	Jerrard of the Clouds 6/5.	SL	U	***	ARu	GGR3	LG
Wrath of Marit Lage Tap all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.	EN	R	****	MRA	UU3	IA	Diabolic Vision Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.	SOR	U	****	AWa	BU	IA	Johan If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.	SL	R	****	MTe	GRW3	LG, CH
Zephyr Falcon Flying. Does not tap to attack. 1/1.	SC	C	**	HHu	U1	LG, 4TH	Earthlink Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice a land.	EN	R	**	RKF	BGR3	IA	Kasmer the Lone Wolf 5/3.	SL	U	*	RKF	UW4	LG
Zuran Enchanter B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1.	SC	C	***	DSh	U1	IA	Elemental Augury 3: Look at the top three cards of any player's library and put them back in any order.	EN	R	****	AWa	BUR	IA	Kai Takahashi T: Prevent up to 2 damage to target creature. 2/2.	SL	R	***	SKi	GW2	LG, CH
Zuran Spellcaster T: Do 1 damage to any target. 1/1.	SC	C	****	EBo	U2	IA	Essence Vortex Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.	INS	U	***	MOK	BU1	IA	Kjeldoran Frostbeast Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.	SC	U	****	MPo	GW3	IA
Zur's Weirding All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.	EN	R	****	LDa	U3	IA	Fiery Justice Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.	SOR	R	***	MBe	GRW	IA	Lady Caloria T: Do 3 damage to target attacking or blocking creature. 3/6.	SL	R	****	BWu	GGW3	LG
							Fire Covenant Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice.	INS	U	***	DfR	BR1	IA	Lady Evangela BW, T: Target creature deals no damage this turn during combat. 1/2.	SL	R	***	MPo	BUW	LG
							Flooded Woodlands No green creature can attack unless its controller sacrifices a land when that creature attacks.	EN	R	***	UFo	BU2	IA	Lady of the Mountain 5/5.	SL	U	**	RKF	GR4	LG
Adun Oakenshield GRB, T: Take a creature from your graveyard into your hand. 1/2.	SL	R	****	JMe	BGR	LG	Fumole Sacrifice 3 life to destroy a land and a creature.	SOR	U	****	DTu	BR3	IA	Lady Orca 7/4.	SL	U	**	Sev	BR5	LG
Allar of Bone Sacrifice a creature to choose one creature card from your library and add it to your hand. Reshuffle your library afterwards.	SOR	R	****	MBe	GW	IA	Gabriel Angelfire During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.	SL	R	**	DGo	GGW3	LG, CH	Liviano Salano First strike, legendary landwalk. 4/4.	SL	R	***	RKF	GGRR2	LG
Angus Mackenzie UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.	SL	R	***	BWu	UG	LG	Ghostly Flame Black and red permanents and spells are considered colorless sources of damage.	EN	R	****	RGo	BR	IA	Lord Magnus First strike. Creatures with plainswalk or forestwalk may be blocked. 4/3.	SL	U	***	MTe	GGW3	LG
													Marbott Eldragon Rampage. 1. 4/6.	SL	U	**	MPo	GGR3	LG, CH	
													Marsh Gobblins Swampwalk. 1/1.	SL	C	**	QHo	BR	DK	
													Merieke Ri Berti Merieke does not untap during its controller's untap phase. T: Gain control of target creature. If Merieke Ri Berti leaves play, leaves your control, or becomes untapped, that creature is buried. 1/1.	SL	R	***	HHu	BUW	IA	



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Monsoon	EN	R	****	Nth	GR2	IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.						
Mountain Titan	SC	R	****	MBE	BR2	IA
RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2						
Nebuchadnezzar	SL	R	****	RKF	BU3	LG, CH
Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3						
Nicol Bolos	SL	R	***	Ebe	BBUJPR2	LG, CH
Flying. An opponent damaged by Nicol Bolos must her discard entire hand. Pay BGP during upkeep or bury Nicol Bolos. 7/7						
Palladia-Mors	SC	R	***	Ebe	GGRRW2	LG, CH
Flying. Trample. Pay WGP during upkeep or bury Palladia-Mors. 7/7						
Pavel Maliki	SL	R	***	ABU	EP4	LG
GR: Give Pavel Maliki +1/+0 until end of turn. 5/3						
Princess Lucrezia	SL	U	•	Sev	BUU3	LG
T: Add U to your mana pool (play as an interrupt). 5/4						
Ragnar	SL	R	***	MBE	BGW	LG
UGW, T: Regenerate target creature. 2/2						
Ramirez DePietro	SL	U	***	Pfo	BBU3	LG
First strike. 4/3.						
Ramires Overdark	SL	R	***	RKF	BBUJ2	LG
T: Destroy a target creature with an enchantment on it. 4/3						
Rasputin Dreamweaver	SL	R	***	ABU	UW4	LG, CH
Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1						
Reclamation	EN	R	***	DW	GW2	IA
No block creature may attack unless its controller sacrifice a land when that creature attacks.						
Riven Turnbull	SL	U	•	RKF	BU5	LG
T: Add B to your mana pool (play as an interrupt). 5/7						
Rohgahh of Kher Keep	SL	R	***	Ebe	BBRR2	LG
All your Kobolds of Kher Keep gain +2/+2. Pay RPR during upkeep or Rohgahh and all Kobolds are tapped and enter opponent's control. 5/5						
Robinia Soulsinger	SL	R	****	RAU	UGW2	LG
T: Gain control of target creature. You lose control of target creature when Robinia Soulsinger leaves play, leaves your control or becomes untapped. You may choose to leave Robinia Soulsinger tapped. 2/3						
Scarwood Goblins	SC	C	•	RSp	GR	OK
2/2						
Sh Shandalar of Eberyn	SL	U	•	ABU	GW4	LG
4/7						
Sivriti Scarzam	SL	U	•	Nth	BU5	LG, CH
6/4						
Skeleton Ship	SL	R	****	Mult	BU3	IA
Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3 Artists: AWe & TW2						
Sofkaner Swamp King	SL	R	****	RKF	BUR2	LG, CH
Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5						
Spectral Shield	EC	U	****	MOK	UW1	IA
Target creature gains +0/+2 and it cannot be the target of further spells.						
Stang	SL	R	****	MPa	GR4	LG, CH
Put Stang Twin taken in play when casting Stang. Stang Twin taken is a 3/4 green and red legend. Remove Stang Twin taken from game if Stang leaves play. 3/4						
Stormbind	EN	R	***	Mult	GR1	IA
2: Discard a card at random from your hand to do 2 damage to any target. Artists: Nth & Pfo						
Storm Spirit	SL	R	****	PVb	UGW3	IA
Flying. T: Do 2 damage to target creature. 3/3						
Sunstation Falconer	SL	U	•	CRu	GR3	LG
T: Add 2 to your mana pool. 4/4						
Tetsuo Umezawa	SL	R	****	JBa	BLR	LG
BLR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3						
Tobias Andron	SL	U	•	ABU	UW3	LG, CH
4/4						
Tor Wauki	SL	U	•	RAF	BBR2	LG, CH
T: Do 2 damage to attacking or blocking creature. 3/3						
Torsten Von Ursus	SL	U	•	MPa	GGW3	LG
5/5						
Tuknir Deathlock	SL	R	****	LDe	GGRR	LG
Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Uir-Drago	SL	R	***	CRu	BBUJ3	LG
First strike. Creatures with swampwalk may be blocked. 4/4						
Voecivis Asmadi	SL	R	***	ABU	BBRPG2	LG, CH
Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Voecivis Asmadi. 7/7.						
Wings of Aesthir	EC	U	****	Ebe	UW	IA
Give target creature flying, first strike, and +1/+0						
Xira Arien	SL	R	***	MBE	BRG	LG, CH
Flying. GRB, T: Make target player draw a card. 1/2						

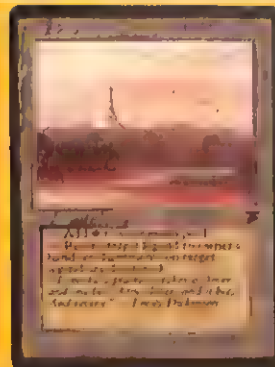
GREEN

Asling Leprechaun	SC	C	•	QHo	G	LG
All creatures blocking or blocked by Leprechaun become green. 1/1						
An-Havva Constable	SC	U	•	Dfr	GG1	HL
Constable's toughness equals 1 plus the total number of green creatures in play. 2/1+						
An-Havva Inn	SOR	U	•	BsN	GG1	
Gain 1-X life where X is the number of green creatures in play.						
Arboria	EW	U	•	DGe	GG2	LG
If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.						
Argothian Pixies	SC	C	•	ABU	G1	AQ, CH
Constantly harassed by artifact creatures, damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.						
Argothian Treefolk	SC	C	•	ABU	GG3	AQ
Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5						
Aspect of Wolf	EC	R	****	JMe	G1	A,B,U,R,4TH
Increase target creature's power and toughness by half the number of forests caster has in play.						
Aurochs	SC	C	•	KMe	G3	IA
Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.						
Autumn Willow	SC	R	****	MOK	GG4	HL
Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects till the end of turn. 4/4						
Avoid Fate	INT	C	•	Pfo	G	LG
Counter target interrupt or enchantment targeting a permanent you control.						
Baldurian Bears	SC	C	•	QHo	G1	IA
2/2						
Barbary Apes	SC	C	•	BWa	G1	LG
2/2						
Berserk	INS	U	****	Dfr	G	A,B,U
Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.						
Birds of Paradise	SC	R	****	MPa	G	A,B,U,R,4TH
Flying. T: Add one mana of any color to your mana pool. 0/1.						
Blizzard	EN	R	•	ABU	GG	IA
CU 2: You cannot cast Blizzard if you do not control any snow covered lands. Flying creatures do not untap.						
Brown Duplica	SC	C	•	DGe	G	IA
G1: T: Counter an artifact ability that requires an activation cost. 1/1						
Camouflage	INS	U	•	JMy	G	A,B,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.						
Carapoca	EC	C	•	ABU	G	HL
Target creature gets +0/+2. Sacrifice Carapoca to regenerate the creature if enchants. (Two versions)						
Carnivorous Plant	SC	C	•	QHo	G3	DK,4TH
Counts as a wall. 4/5						
Cat Warriors	SC	C	•	MBE	GG1	LG, CH
Forestwalk. 2/2						
Chub Toad	SC	C	•	DGe	G2	IA
Gains +2/+2 until end of turn when blocked or blocking. 1/1.						

Channel	SOR	U	•	Rth	GG	A,B,U,R,4TH
Add 1 colorless mana to your pool for each life point you sacrifice.						
Citanul Druid	SC	U	•	JMe	G1	AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.						
Cockatrice	SC	R	****	Dfr	GG3	A,B,U,R,4TH
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4						
Cocoon	EC	U	•	ABU	G	LG, CH
Put 3 counters on and top target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.						
Concordant Crossroads	EW	R	•	ABU	G	LG, CH
Creatures may attack or top during the turn they are brought into play.						
Craw Giant	SC	U	•	CRu	GGGG3	LG, CH
Trample. Rampage. 2. 6/4.						
Craw Worm	SC	C	•	DGe	GG4	A,B,U,R,4TH
6/4.						
Crumble	INS	C	•	JMy	G	AQ,R,4TH
Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.						
Cydone	EN	R	•	ABU	GG2	AN,CH
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cydone if G is not paid for each token.						
Daughter of Autumn	SC	R	•	MOK	GG2	HL
W: Redirect 1 damage from white creature to Daughter of Autumn. 2/4						
Deadfall	EN	U	•	Nth	G2	LG
Creatures with forestwalk may be blocked.						
Desert Twister	SOR	U	•	SVC	GG4	AN,R,4TH
Destroy any one card in play.						
Dire Wolves	SC	C	•	RSp	G2	IA
Gains bonding if you control any plants. 2/2.						
Drop of Honey	EN	R	•	ABU	G	AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.						
Darkwood Bears	SC	C	•	MKi	G4	LG,4TH
4/4.						
Earthlore	EL	C	•	DTu	G	IA
0: Tap target land to give target blocking creature +1/+2 until end of turn.						
Elder Druid	SC	R	****	RKF	G3	IA
G3, T: Tap or untap one creature, land, or artifact. 2/2						
Elven Fortress	EN	C	•	Mult	G	FE
G1: Give target blocker +0/+1 until end of turn. Artists: RAF, MPa, PVb, TW2						
Elven Riders	SC	U	•	MBE	GG3	LG,4TH
Cannot be blocked except by walls and flying creatures. 3/3.						
Elves of Deep Shadow	SC	U	•	JMy	G	DK
T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1						
Elvish Archers	SC	R	•	ABU	G1	A,B,U,R,4TH
First strike. Mspnt: Alpha version listed power and toughness as 1/2. 2/1						
Elvish Farmer	SC	R	•	RKF	G1	FE
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Sapling token, which is a 1/1 green creature, into play. Sacrifice a Sapling to gain 2 life. 0/2.						
Elvish Hunter	SC	C	•	Mult	G1	FE
G1, T: Target creature does not untap normally during controller's untap phase. Artists: ABU, MPa, SVC 1/1						
Elvish Scout	SC	C	•	Mult	G	FE
G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPa, CRu, PVb. 1/1						



AUTUMN WILLOW



KARAKAS

Autumn Willow and Karakas. Pssst! The unkillable creature isn't really unkillable. All it takes is one brave Il'li Scribe Sprite and a Giant Growth and your Willow is toast. To prevent such disasters from befaling your beloved Legend, we recommend having her take a trip to Karakas. Just make sure to leave one green mana untapped to activate Willow's "Okay, now you can touch me" power.

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
Emerald Dragonfly Flying. GG. First strike until end of turn. 1/1	SC	C	•	QHo	G1	LG, CH	Giant Growth Target creature gets +3/+3 until end of turn.	INS	C	••••	Sev	G	A,B,U,R,4TH,IA	Lhurgoyf * equals the total number of creatures in all graveyards. */+1	SC	R	••••	PVe	GG2	IA
Erham Djinn Give forestwalk to an opponent's creature until next upkeep. 4/5.	SC	U	•••	KMe	G3	AN, CH	Giant Spider Doesn't fly, but can block flying creatures. 2/4	SC	C	••••	Sev	G3	A,B,U,R,4TH	Lifelace Counter a black spell as it is being cast (play as an interrupt)	EN	U	••••	DW	GG	A,B,U,R,4TH
Essence Filter Destroy all enchantments or destroy all enchantments that are not white.	SOR	C	••••	REn	GG1	IA	Giant Turtle Giant Turtle may not attack if it did so during your last turn. 2/4	SC	C	•	JMe	GG1	LG	Lifelace Changes the color of one card in play to green.	INT	R	•	AWe	G	A,B,U,R,4TH
Eureka Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.	SOR	R	••••	KFo	GG2	LG	Glyph of Reincarnation Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.	INS	C	••	SVC	G	LG	Living Artifact Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.	EA	R	••••	AMa	G	A,B,U,R,4TH
Faerie Noble Flying. All faeries gain +1/+1. T: All faeries gain +1/+0 till the end of turn. 2/2.	SC	R	••••	SVC	G2	HL	GORILLA POK Cannot attack unless opponent has forests in play. Bury Gorilla Pok immediately if you control no forests. 3/3.	SC	C	••	AWa	G2	IA	Living Lands Treat all forests in play as 1/1 creatures that can be tapped for G.	EN	R	••	JMy	G3	A,B,U,R,4TH
Fanatical Creature Give a creature +3/+0 and trample until end of turn.	INS	U	•••	JBa	GG2	IA	Grizzly Bears 2/2.	SC	C	••••	JMe	G1	A,B,U,R,4TH	Living Plane Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.	EW	R	••••	BWa	GG	LG
Fastbond Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.	EN	R	••	MPo	G	A,B,U,R	Hidden Path All green creatures gain forestwalk.	EN	R	••••	RAI	GGGG2	DK	Lionwar Elves T. Add G to your mana pool. Played as an interrupt. 1/1.	SC	C	••••	AMa	G	A,B,U,R,4TH
Feral Thallid Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.	SC	U	••	RAI	GGG3	FE	Hornet Cobra First strike. 2/1	SC	C	•	Sev	GG1	LG	Lure All creatures that can block target creature must do so.	EC	U	••••	AMa	GG1	A,B,U,R,4TH
Fire Sprites Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.	SC	C	•••	JBa	G1	LG	Hot Springs 0: Tap land Hot Springs enchants to prevent 1 damage to any target.	EL	R	•••	HLa	G1	IA	Lurker Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/1.	SC	R	•••	AMa	G2	DK
Floral Spuzzem If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.	SC	U	••	RAI	G3	LG	Hungry Mist 6/2. During your upkeep, pay GG or bury Hungry Mist. (Two versions)	SC	C	••••	HHu	GG2	HL	Maddening Wind CU G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.	EC	U	•••	DWt	G2	IA
Fog Creatures do not damage one another in combat.	INS	C	•••	JMy	G	A,B,U,R,4TH	Hurricane Do X damage to all players and flying creatures.	SOR	U	••••	DWt	GX	A,B,U,R,4TH,IA	Mammoth Harness Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.	EC	R	•	MBa	G3	HL
Folk of An-Havva If assigned as a blocker, Folk of An-Havva get +2/+0 until end of turn. 1/1. (Two versions)	SC	C	••	JBa	G	HL	Ice Storm Destroy any one land.	SOR	U	•••	Dfr	G2	A,B,U	Marsh Viper Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.	SC	C	•••	RSp	G3	DK,4TH
Folk of the Pines G1: +1/+0 until end of turn. 2/5. Artists. Nth & Cbu	SC	C	••••	MuH	G4	IA	Ichneumon Druid Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1	SC	U	••	MBa	GG1	LG	Master of the Hunt GG2. Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.	SC	R	••••	JMe	GG2	LG
Forbidden Lore 0: Tap land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.	EL	R	•••	CRu	G2	IA	Inf-buff Efreel Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.	SC	R	•••	JMy	GG2	AN	Metamorphosis Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.	SOR	C	•	CRu	G	AN, CH
Force of Nature Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8	SC	R	••••	DSH	GGGG2	A,B,U,R,4TH	Instill Energy Untap target creature one extra time per turn; target may attack when it comes into play.	EC	U	••••	DWt	G	A,B,U,R,4TH	Mass Monster 3/6	SC	C	••	JMy	GG2	LG
Forgotten Lore Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he or she has not already chosen. Put the last card chosen into your hand.	SOR	U	••••	HMt	G	IA	Ironroot Treefolk 3/5	SC	C	•••	JMy	G4	A,B,U,R,4TH	Nat's Asp If Nat's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1	SC	C	••	CRu	G	AN,4TH
Faxfire Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.	INS	C	••	MOK	G2	IA	Johuli Wurm Johuli Wurm gets -2/-1 for each creature assigned to block it beyond the first. 6/6	SC	U	•••	DGa	G5	IA	Natural Selection Look at the top 3 cards of any library. You may then shuffle that library.	INS	R	•	MPo	G	A,B,U
Freyalise's Charm GG: Draw a card when any opponent successfully casts a black spell. GG Return Freyalise's Charm to your hand.	EN	U	•••	MOK	GG	IA														
Freyalise Suppliants T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1. Artists. LDo & DSh	SC	U	••	MuH	G1	IA														
Freyalise's Winds Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.	EN	R	•••	MTa	GG2	IA														
Fungal Bloom GG: Put a spore counter on target Fungus.	EN	R	••••	DGa	GG	FE														
Fungusaur Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.	SC	R	••••	DGa	G3	A,B,U,R,4TH														
Fyndhorn Brownie G2, T: Untap a creature. 1/1.	SC	C	•••	RTh	G2	IA														
Fyndhorn Elder T: Add GG to your mana pool. 1/1.	SC	U	••••	CRu	G2	IA														
Fyndhorn Elves T: Add G to your mana pool. 1/1.	SC	C	••••	JHa	G	IA														
Fyndhorn Pollen CU 1: All creatures get -1/-0. G1: All creatures get -1/-1 until end of turn.	EN	R	•••	Pfo	G2	IA														
Gaea's Avenger * = number of artifacts opponent has in play. */+1 */+1.	SC	R	•••	PVe	GG1	AQ														
Gaea's Liege T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play; when attacking, power and toughness equal number of forests defending opponent has in play. */+.	SC	R	•••••	DWt	GGG3	A,B,U,R,4TH														
Gaea's Touch You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).	EN	C	•••	MPo	GG	DK														
Ghazban Ogre During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.	SC	C	•	JMy	G	AN, CH														
Giant Badger Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2	SC	R	•••	LDa	GG1	BOOK														



KEI TAKAHASHI



INSTILL ENERGY

Kei Takahashi & Instill Energy Does it look like Kei here just walked off the set of "Akira" or is it us? It's us? All right, whatever. Anywho, this one's pretty simple. Just slap an Instill on Takahashi and zap-powwie, tap that lit'll feller to prevent up to four points of damage! Pretty darn spiffy!

Joven's Ferrets If Joven's Ferrets attack, they get +0/+2 until the end of turn. At the end of combat, tap all creatures which blocked Joven's Ferrets. These creatures do not untap as normal during their controller's next upkeep phase. 1/1	SC	C	•••	AWe	G	HL
Juniper Order Druid T: Untap a land of your choice at the speed of an interrupt. 1/1	SC	C	•••	JMe	G2	IA
Killer Bees Flying. G: Give Bees +1/+1 until end of turn. 0/1	SC	U	•••••	Pfo	GG1	LG,4TH
Kudzu When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.	EL	R	•	MPo	GG1	A,B,U,R
Land Leeches First strike. 2/2	SC	C	••	QHo	GG1	DK,4TH
Leaping Lizard TG: Flying and 0/-1 until the end of turn	SC	C	•••	AWe	GG1	HL
Ley Druid T: Untap a land of your choice (play as an interrupt). 1/1	SC	U	•••	Sev	G2	A,B,U,R,4TH

Nature's Lore Search your library for one forest and put it in play. This does not count against your normal lands-played limit. Reshuffle your library. 1/1	SOR	U	•••	REn	G1	IA
Niall's Vines GGG: T: Regenerate target creature. 2/2	SC	R	•••	CRu	GGG	DK
Night Soil T: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists. Sev, HHu, DTu	EN	C	•••	MuH	GG	FE
Pole Bears Islandwalk. 2/2	SC	R	•••	AWa	G2	IA
People of the Woods * = number of forests controlled by controller of People of the Woods. 1/1	SC	U	•••	DTu	GG	DK
Pixie Queen GGG, T: Give target creature flying until end of turn. 1/1.	SC	R	•••	QHo	GG2	LG

•/• Restricted/Banned
AC Artifact Creature

ART Artifact
CR Current Priority

CU Cumulative Upkeep
EA Enchant Artifact

EC Enchant Creature
EE Enchant Enchantment

EL Enchant Land
EN Enchantment

EW Enchant World
INS Instant

INT Interrupt
LW Land

SC Summon Creature
SC Summoning



p l a y e r s q u i d e

Name	Kind	CR	Rating	Artist	Cost	Seen Found
Description						
Powerleech	EN	U	***	CRu	GG	AQ
Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.						
Pradesh Gypsies	SC	C	**	QHo	G2	LG, 4TH
G1, T: Give target creature -2/0 until end of turn. 1/1						
Primal Order	EN	R	****	RAJ	G62	HI
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he or she controls.						
Pygmy Allosauros	SC	R	***	AMo	G2	IA
Swampwalk, 2/2						
Pykrite	SC	C	*	EBu	G2	IA
Draw a card at the beginning of the next turn. 1/1						
Robid Wombat	SC	U	***	KFo	G62	LG, CH
Gains -2/-2 for each enchantment cast on it. Robid Wombat does not tap when attacking. 0/1						



RASHKA THE SLAYER



DEATHLACE

└ Roshka the Slayer and Deathlace: Why use Roshka instead of a Serra Angel? With Serra there's no element of surprise. It's much more interesting when your opponent attacks with an Air Elemental and you char it black so that Roshka can do her slaying without even breaking a nail.

Radjen Spirit	SC	U	●●●●	CRu	G3	LG, 4TH
T Target creature loses flying ability until turn ends. 3/2						
• Rebirth	SOR	R	●●●●	MTA	G6G3	LG, 4TH
Each player may be healed to 20 life. Any player so choosing omits an additional card from the top of his or her library. Remove it not playing for ante						
Regeneration	EC	C	●●●●	QHo	G1	A, B, U, R, 4TH, JA
G Target creature regenerates.						
• Regrowth	SOR	U	●●●●●	DWf	G1	A, B, U, R
Bring a card from your graveyard into your hand						
Reincarnation	INS	U	●●●●	EBe	G61	LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.						
Renewal	SOR	C	●	KFa	G2	HL
Sacrifice a land to search your library and put a basic land into play. This does not count towards your one land per turn limit. Reshuffle your library afterwards. Draw a card at the beginning of the next turn's upkeep.						
Revelation	EW	R	●●	KFa	G	LG, CH
Play with all cards in hand face up						
Rime Dryad	SC	C	●●●●	HHu	G	IA
Snow-covered forestwalk. 1/2						
Ritual of Subdual	EN	R	●●●●	JHa	G64	IA
CU: 2 All mana-producing lands produce colorless mana instead of their normal mana						
Root Spider	SC	U	●	MXG	G3	HL
If assigned as a blocker, Root Spider gains first strike and +1/+0 until the end of turn 2/2						
Roots	EC	U	●●	NtG	G3	HL
Top target creature without flying. That creature does not untap during its controller's untap phase						
Rust	INT	C	●●	LDo	G	LG
Counter target artifact effect that requires an activation cost						
Rysorian Badger	SC	R	●●	HHu	G2	HL
If Rysorian Badger attacks and is not blocked, it deals 1 damage to you. If it deals no damage this turn, it Steeds more than two creatures from opponent's graveyard. If it Steeds each creature removed 2/2						

Name	Raid	CR	Rating	Artist	Cost	Sets Found
Description						
Sandstorm	INS	C	••	BSn	G	AN, 4TH
Do 1 damage to all attacking creatures.						
Savven Elves	SC	C	••	RSq	G	AN
G6, T: Destroy target enchant land. 1/1.						
Scaled Worm	SC	C	•••	DGw	G7	IA
7/6.						
Scarwood Bandits	SC	R	••••	MPo	G62	DK
Forestalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play 2/2						
Scarwood Hag	SC	U	•••	AMa	G1	DK
GGG6, T: Give target creature forestack until end of turn. T: Remove forestack from target creature until end of turn. 1/1.						
Scavenger Folk	SC	C	•••	DDo	G	DK, CH
G1: Sacrifice Scavenger Folk to destroy target artifact 1/1						
Scrib Sprites	SC	C	••••	AWw	G	A,B,U,R, 4TH
Flying 1/1						
Shambling Strider	SC	C	•••	DSh	GG4	IA
GR +1/-1 until end of turn 5/5.						
Shanodin Dryads	SC	C	••••	AMa	G	A,B,U,R, 4TH
Forestalk 1/1						
Shelkin Brownie	SC	C	•	DSh	G1	LE
T Remove the banding ability from target creature until end of turn 1/1						
Shrink	INS	C	••	LDo	G	HL
Target creature gets -5/4 until the end of turn. (Two versions)						
Singing Tree	SC	R	••••	RAI	G3	AN
T Reduce attacking creature's power to 0 until end of turn, 0/3						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Tarpan	SC	C	•••	MDK	G	IA
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.						
Thallid	SC	C	•••	Muh	G	FE
Put a spare counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: EBe, DGe, JMy, RSp. 1/1.						
Thallid Devourer	SC	U	•••	RSp	GG1	FE
Put a spare counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2						
Thelonite Druid	SC	U	••••	MDK	G2	FE
G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.						
Thelonite Monk	SC	R	••••	BWd	GG2	FE
T: Sacrifice a green creature to transform a target land into a basic forest. 1/2						
Thelon's Chant	EN	U	••••	MBe	GG1	FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.						
Thelon's Curse	EN	R	••••	PYe	G6	FE
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.						
Thermokarst	SOR	U	•••	KMa	GG1	IA
Destroy target land. You gain 1 life if that land is snow-covered.						
Thicket Basilisk	SC	U	••••	Dfr	GG3	AB,U,R,4TH
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4						
Thorn Thallid	SC	C	•••	Muh	GG1	FE
During your upkeep, put a spare counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, HMu, JMy, MLe. 2/2						
Throughleech	EN	U	•••••	MTe	GG	IA
Gain 1 life whenever target opponent taps an island.						
Timber Wolves	SC	R	•••	MBe	G	A,B,U,R,4TH
Bands. 1/1						
Tinder Wall	SC	C	•••••	REm	G	IA
Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice 1 tinder wall to do 2 damage to target creature it blocks. 0/3						
Titania's Song	EN	U	••••	KKa	G3	AD,R,4TH
Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.						
Touch of Vitae	INS	U	•••	LWi	G2	IA
Target creature may untap an additional time this turn. That creature may attack or use abilities requiring the T symbol this turn. Draw a card at the beginning of the next turn.						
Tracker	SC	R	•••••	JMa	GG1	DK
GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2						
Traillblazer	INS	R	••••	JBa	GG2	IA
Target creature may not be blocked this turn.						
Tranquility	SOR	C	•••••	DSh	G2	A,B,U,R,4TH
Discard six enchantments in play.						
Tsunami	SOR	U	••	RTh	G3	A,B,U,R,4TH
Destroy six islands in play.						
Typhoon	SOR	R	••	AMa	G2	LG
Do 1 damage to opponent for each island he or she controls.						
Untamed Wilds	SOR	U	•••	NTh	G2	LG,4TH
Search your library for one basic land and put it in play. This does not count as your normal and-played. Reshuffle your library afterward.						
Venom	EC	C	•••	TWa	GG1	DK,4TH
All non-wall creatures blocking or blocked by target creature are destroyed after combat.						
Venemous Breath	INS	U	•••	LWi	G3	IA
All creatures blocking or being blocked by target creature are destroyed after combat.						
Verduran Enchantress	SC	R	••••	KBr	GG1	A,B,U,R,4TH
Draw a card each time you cast an enchantment. 0/2						
Wall of Brambles	SC	U	•••	AMa	G2	A,B,U,R,4TH
G: Regenerate. 2/3						
Wall of Ice	SC	U	•••	RTh	G2	A,B,U,R,4TH
0/7						
Wall of Pine Needles	SC	U	•••	BSn	G3	IA
G: Regenerate. 3/3						
Wall of Wood	SC	C	•••	MTe	G	A,B,U,R,4TH
0/3						
Wanderlust	EC	U	•••	CBr	G2	A,B,U,R,4TH
Do 1 damage to controller of target creature during upkeep.						
War Mammoth	SC	C	•••••	JMa	G3	A,B,U,R,4TH
Fammm. 3/3						
Web	EC	R	•••••	RAJ	G	A,B,U,R,4TH
Target creature gains +0/+2 and may block flying creatures.						
Whippoorwill	SC	U	•••••	DSh	G	DK
GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-redirection spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.						
Whirling Dervish	SC	U	•••••	SVG	G6	LG,4TH
Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1						

Home	Kind	CR	Rating	Artist	Cost	Sets Found	Home	Kind	CR	Rating	Artist	Cost	Sets Found	Home	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						



1 Nebuchadnezzar, Time Elemental and Dance of the Dead: Step 1: Pick a creature your opponent has in play that you would like to have. Step 2: Zap it back into his hand with your Time Elemental. Step 3: Zap it out of his hand with Nebuchadnezzar. Step 4: Play Dance of the Dead on the creature your opponent just discarded. Step 5: Use your opponent's creature to step on him.

NEBUCHADNEZZAR

TIME ELEMENTAL

DANCE OF THE DEAD

Whiteout	INS	U	●●●	Nth	G1	IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to your hand.						
Witigo	SC	R	●●	MBa	GGG3	IA
Put six +1/+1 counters on Witigo when it comes into play. During your upkeep, put a +1/+1 counter on Witigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Witigo. 0/0.						
Wild Growth	EL	C	●●●	MRa	G A,B,U,R,4th,IA	
Whenever target land is tapped for mana, Wild Growth provides an extra G.						
Willow Faerie	SC	C	●●	SVC	G1	HL
Flying 1/2.						
Willow Priestess	SC	R	●●●	SVC	GG2	HL
T. Take Faerie from your hand and put it directly into play as if it were just summoned. G2. Target green creature gains protection from black until the end of turn. 2/2.						
Willow Sayer	SC	R	●●	JMa	GG2	LG
T. Gain control of target legend. Lose control of this legend if Willow Sayer untaps, leaves play, or leaves your control. You may leave Willow Sayer tapped. 1/1.						
Winter Blast	SOR	U	●●●	KFa	GX	LG,4TH
Tap X target creatures. Do 2 damage to each target creature with flying.						
Wolverine Pack	SC	C	●●	JMa	GG2	LG
Rampage: 2. 2/4.						
Wood Elemental	SC	R	●	BSn	G3	LG
* = the number of untapped forests you sacrificed when casting Wood Elemental. */*.						
Woolly Mammoths	SC	C	●●	DFr	GG1	IA
Gains hamp if you control any snow-covered lands. 3/2.						
Woolly Spider	SC	C	●●●	DBa	GG1	IA
Doesn't fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.						
Wormwood Treefolk	SC	R	●●	JMy	GG3	DK
BB Give Wormwood Treefolk forestwalk until end of turn and lose 2 life GG. Give Wormwood Treefolk swampwalk until end of turn and lose 2 life. 4/4.						
Wyjuk Wolf	SC	C	●●●	SVC	G1	AN
T. Give a creature +1/+1 until end of turn 1/1.						
Yavimaya Gnats	SC	U	●●●	DFr	G2	IA
Flying. G: Regenerate. 0/1.						

RED

Active Volcano	INS	C	●	BSn	R	LG,CH
Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.						
Arathi Berserker	SC	U	●●	MBa	RRR2	LG
Rampage 3. 2/4.						
Aggression	EC	U	●●●	REn	R2	IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.						
Aladdin	SC	R	●●●	JBa	RR2	AN,CH
RR1 Steal artifact 1/1.						
Ali Baba	SC	U	●●	JBa	R	AN,4TH
R. Top a tower. 1/1.						
Aliban's Wall	INS	C	●●	JMa	1R	HI
Target defending creature gains +3/+1 till end of turn (Two versions).						
• Ali from Cairo	SC	R	●●●	MPa	RR2	AN
You cannot be reduced below 1 life due to damage while Ali is in play 0/2.						
Ambush	INS	C	●●	ARa	3R	HL
All blocking creatures get first strike.						

Ambush Party	SC	C	●●	PoR	4	HL
First Strike. May attack the turn it comes into play on your side. 3, 1 (Two versions).						
An-Zerrin Ruins	EN	R	●●	ODa	RR2	HL
Choose a creature type. That creature type does not untap during untap phase.						
Anaba Ancestor	SC	R	●●	AMa	R1	HL
T. Target Minotaur gets +1/+1 till end of turn.						
Anaba Bodyguard	SC	C	●	AMa	R3	HL
First strike 2/3. (Two versions).						
Anaba Shaman	SC	C	●●	AMa	R3	HL
R, T. Anaba Shaman deals 1 damage to target creature or player 2/2. (Two versions).						
Anaba Spirit Crafter	SC	R	●●	AMa	RR2	HL
All minotaurs are +0/+1. 1/3.						
Anarchy	SOR	U	●●●	Pfo	RR2	IA
Destroy all white permanents.						
Artifact Blast	INT	C	●	MPa	R	AQ
Counter any artifact as it is being cast.						
Atog	SC	C	●●	JMy	R1	AQ,R
O: +2/+2, sacrifice one of your artifacts in play 1/2.						
Avalanche	SOR	U	●●	BSn	RR2X	IA
Destroy X snow-covered lands.						
Backdraft	INS	U	●●	BSn	R1	LG
Do half the damage (round down) done by one sorcery to the sorcery's caster.						
Baldurian Barbarians	SC	C	●●	MPa	RR1	IA
3/2.						
Baldurian Hydra	SC	R	●●	MBa	RRX	IA
Put X +1/+0 counters on Baldurian Hydra when it comes into play. O. Remove a +1/+0 counter to prevent 1 damage. R. Remove all counters. RRR: Put a +1/+0 counter on Baldurian Hydra during your upkeep 0/1.						
Ball Lightning	SC	R	●●●	QHo	RRR	DK,4TH
Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1.						
Barbarian Guides	SC	C	●●	RT	R2	IA
R2, T. Give target creature a snow-capped look. Choose one of the choice until end of turn. Return that creature to its owner's hand at end of turn 1/2.						
Battle Frenzy	INS	C	●●	BSn	R2	IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.						
Beasts of Bogardan	SC	U	●●	DGo	R4	LG,CH
Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.						
Bird Maiden	SC	C	●●	KFa	R2	AN,4TH
Flying 1/2.						
Blazing Effigy	SC	C	●●	SVC	R1	LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. 0/3.						
Blood Lust	INS	C	●●●	AMa	R1	LG,4TH
Make target creatures +4/+4 until end of turn. This makes toughness no greater than 1.						
Blood Moon	EN	R	●●●	TWb	R2	DK,CH
Turn all non-basic lands into basic mountains while Blood Moon is in play.						
Bone Shaman	SC	C	●●	AMa	RR2	A
B. Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3.						
Brand of Ill Omen	EC	R	●●	RA	GG	A
CU. R. Target creature's controller loses 1 life. 1/1.						
Brassclaw Orcs	SC	C	●●	MBa	R2	FF
Cannot be cast from a graveyard. 2/2.						

Brothers of Fire	SC	C	●●	MTe	RR1	DK,4TH
RR1. Do 1 damage to any target as well as 1 damage to you 2/2.						
Brute, The	EC	C	●●	MPa	R1	LG,4TH
Target creature gains +1/+0 RRR. Regenerates.						
Burrowing	EC	C	●●	MPa	R	A,B,U,R,4TH
Target creature gains mountainwalk.						
Cave People	SC	U	●●	DTu	RR1	DK,4TH
Cave People gets +1/+2 until end of turn when they are declared an attacker. RR1, T. Give target creature mountainwalk until end of turn 1/4.						
Caverns of Despair	EN	R	●●	HMc	RR2	LG
Any creature may attack with more than 2 creatures. Not block with more than 2 creatures per turn.						
Chain Lightning	SOR	C	●●	SEv	R	LG
Do 3 damage to a target. Whenever Chain Lightning does damage, the target's controller may pay RR for Chain Lightning to do 3 damage to a target creature or player, choosing.						
Chandler	SC	C	●●	DSa	R4	HL
RR1. T. Destroy target artifact creature 3/3.						
Chaosclaw	INT	R	●●	DWb	R	A,B,U,R,4TH
Changes the color of a card being played or in play to red.						
Chaos Lord	SC	R	●●	BSn	RRR4	IA
First strike. Chaos Lord can attack the first time it comes into play on the turn it is cast. Count the number of creatures in your graveyard. If it is even, target opponent gains 2 life. 2/2.						
Chaos Moon	EN	R	●●	DTu	R3	IA
Count the number of permanents in your graveyard. If it is odd, all permanents in your graveyard produce an additional R when they are cast. 1/1.						
Crevasse	EC	C	●●	RAI	R2	LG
Creatures with toughness 2 or less may be blocked.						
Conquer	EC	C	●●●	PGa	PR3	IA
Take control of target land.						
Crimson Kobolds	SC	C	●●	AMa	D	LG
Crimson Kobolds cannot regenerate. 0/1.						
Crimson Monitors	SC	R	●●	DGo	RR2	LG,4TH
Flying. R. T. Do 1 damage to target attacking creature.						
Crookshank Kobolds	SC	C	●●	CR	G	LG
Creatures with toughness 2 or less may be blocked. 2/1.						
Curse of Morit Lage	EN	R	●●●	AWa	RR3	IA
Tap all islands when Curse of Morit Lage comes into play. Islands do not untap. 1/1.						
Desert Nomads	SC	C	●●	CRu	R2	AN
Creatures with toughness 2 or less may be blocked. 2/2.						
Detonate	SOR	U	●●	RAF	RX	AQ,4TH
Target on battlefield with toughness 2 or less is destroyed. Detonate deals 3 damage to the controller of the destroyed creature. Detonate may not be regenerated.						
Disharmony	INS	R	●●	RAI	R2	LG
Target attacking creature is untapped and placed in your hand until end of turn. It is no longer considered an attacker. Play before block. 1/1.						
Disintegrate	SOR	C	●●●	AMa	RX	A,B,U,R,4TH
Do 3 damage to target creature or player. 1/1.						
Divine Song	INS	C	●●	DFr	R	LG
Creatures with toughness 2 or less may be blocked. 2/2.						
Dragon Whelp	SC	U	●●	AWa	RR2	A,B,U,R,4TH
Flying. R. T. Do 1 damage to target attacking creature. 2/3.						

●/● Restricted/Forbidden	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Dwarven Armorer	SC	R	****	BWo	R	FE
R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2						
Dwarven Armory	EN	R	****	RTh	RR2	IA
2 Sacrifice a card to put a +2/-2 counter on a creature. You may only use this ability during your upkeep.						
Dwarven Catapult	INS	U	***	JMe	RX	FE
Does X damage, divided evenly among all of your opponent's creatures (round down)						
Dwarven Demolition Team	SC	U	***	KBr	R2	A,B,U
T: Destroy a wall. 1/1						
Dwarven Lieutenant	SC	U	***	JMe	RR	FE
R1: Give target Dwarf +1/+0 until end of turn. 1/2.						
Dwarven Pony	SC	R	***	MOK	R	HL
R, T: Target Dwarf gets mountwalk until the end of turn. 1/1						
Dwarven Sea Clan	SC	U	***	AWe	R2	HL
T: At the end of combat, Dwarven Sea Clan deals 2 damage to target attacking or blocking creatures. Only use this ability if creature's controller controls any islands						
Dwarven Soldier	SC	C	***	DSh	R1	FE
If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAJ, RAF 2/1						
Dwarven Trader	SC	C	***	MOK	R	HL
1/1. (Two versions)						
Dwarven Warriors	SC	C	****	DSh	R2	A,B,U,R,4TH
T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.						



ANGUS MACKENZIE



THICKET BASILISK

Angus Mackenzie and Thicket Basilisk: Looking like he walked off a "Monty Python" soundtrack, Angus is a living, breathing fog. By himself he's pretty good, but mixed with the Basilisk, who will kill anything that blocks or is blocked by him, you can attack the best-defended foe repeatedly, fogging each time you Basilisk is in trouble and still offing everything in your way!

Dwarven Weaponsmith	SC	U	***	MPo	R1	AQ,R
7 During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1						
Earthbind	EC	C	***	QHo	R	A,B,U,R
Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures						
Earth Elemental	SC	U	***	Dfr	RR3	A,B,U,R,4TH
4/5						
Earthquake	SOR	R	***	Dfr	RX	A,B,U,R,4TH
Do X damage to all players and non-flying creatures in play						
Eran the Relentless	SL	U	****	CRu	RR3	HL
RRR regenerates. Can attack the turn it comes into play on your side. 5/2						
Errantry	EC	C	***	LW	R1	IA
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks						
Evaporate	SOR	U	***	ArR	R2	HL
Deal 1 damage to each blue and white creature						
Eternal Flame	SOR	R	***	MPo	RR1	DK
Damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up						
Eternal Warrior	EC	C	****	AMa	R	LG,4TH
Target creature does not tap to attack						
Falling Star	SOR	R	***	DSh	R2	LG
From a height of at least a foot, Rip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn or at least 360 degrees						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
False Orders	INS	C	****	AMa	R	A,B,U
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.						
Feint	INS	C	***	BSn	R	LG
Top all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.						
Fireball	SOR	C	****	MTe	RX	A,B,U,R,4TH
Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.						
Firebreathing	EC	C	***	Dfr	R	A,B,U,R,4TH
R: +1/+0.						
Fire Drake	SC	U	***	CRu	RR1	DK,CH
Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.						
Fire Elemental	SC	U	***	MBE	RR3	A,B,U,R,4TH
5/4.						
Firestorm Phoenix	SC	R	****	JMe	RR4	LG
Flying. Return Firestorm Phoenix to owner's hand if 1 goes to the graveyard from play. If so, it may not be cast that turn. 3/2.						
Fissure	INS	C	****	DSh	RR3	DK,4TH
Bury target land or creature						
Flame Spirit	SC	U	***	JHo	R4	IA
R: +1/+0 until end of turn. 2/3.						
Flare	INS	C	***	DTu	R2	IA
Flare does 1 damage to any target. Draw a card at the beginning of the next turn						
Flashfires	SOR	U	****	DW	R3	A,B,U,R,4TH
Destroy all plains in play						
Fork	INT	R	****	AWe	RR	A,B,U,R
Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target						
Frost Giant	SC	U	***	DGe	RRR3	LG
Rampage: 2 4/4.						
Game of Chaos	SOR	R	***	DTu	RRR	IA
Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Goblin King	SC	R	***	JMy	RR1	A,B,U,4TH
While Goblin King is in play, all Goblins acquire mountwalk and +1/+1. 2/2						
Goblin Kites	EN	U	***	AMa	R1	FE
R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip						
Goblin Mutant	SC	U	***	DGe	RR2	IA
Trample. Goblin Mutant cannot attack if opponent controls an untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than 2. 5/3.						
Goblin Rock Sled	SC	C	***	DDa	R1	DK,4TH
Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1						
Goblin Sappers	SC	C	***	JMe	R1	IA
RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1						
Goblin Shrine	EL	C	***	RSp	RR1	DK,CH
If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.						
Goblin Ski Patrol	SC	C	***	MPo	R1	IA
R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used. 1/1						
Goblins of the Flag	SC	C	***	TW	R	DK,CH
Mountwalk. Bury Goblins of the Flag if its controller controls any Dwarves. 1/1.						
Goblin Snowman	SC	U	***	DGe	R3	IA
Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1						
Goblin War Drums	EN	C	****	MJ	R2	FE
Each attacking creature you control may not be blocked with fewer than two creatures. Artists: Dfr, Hly, Pxf, JMe						
Goblin Warrens	EN	R	****	Dfr	R2	FE
R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play						
Goblin Wizard	SC	U	***	DGe	RR2	DK
T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1						
Granite Gargoyle	SC	R	***	CRu	R2	A,B,U,R
Flying. R: +0/+1. 2/2.						
Gravity Sphere	EW	R	****	BSn	R2	LG
All creatures lose flying ability						
Gray Ogre	SC	C	***	Dfr	R2	A,B,U,R,4TH
2/2						
Grizzled Wolverine	SC	C	***	CRu	RR1	IA
R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn. 2/2.						
Heart Wolf	SC	R	***	MOK	R3	HL
First strike. T: Target dwarf gains first strike and +2/+0 until the end of turn. If that Wolf leaves play this turn, bury Heart Wolf. Use this ability only when attack or defense is announced. 2/2						
Hill Giant	SC	C	***	Dfr	R3	A,B,U,R,4TH
3/3						
Hurlton Minotaur	SC	C	***	AMa	RR1	A,B,U,R,4TH
2/3.						
Hurt Jackal	SC	R	***	DTu	R	AN,4TH
T: Prevent creature from regenerating this turn. 1/1.						
Hyperion Blacksmith	SC	U	***	Dfr	RR1	LG
T: Tap or untap target artifact opponent controls. 2/2.						
Immolation	EC	C	****	SKi	R	LG,4TH
Make target creature +2/-2						
Imposing Visage	EC	C	***	Pfo	R	IA
Target creature cannot be blocked by less than 2 creatures.						
Inferno	INS	R	***	RAF	RR5	DK,4TH
Do 6 damage to all players and all creatures						
Ironclaw Curse	EC	R	***	DDa	R	HL
Target creature gets -0/-1. That creature cannot be assigned to block any creature with a power greater or equal to the creature's toughness. Ironclaw Curse enchants						
Ironclaw Orcs	SC	C	***	AMa	R1	A,B,U,4TH
May only block creatures of power equaling 1 or less. 2/2.						
Incorporate	INS	C	****	MPo	R1	IA
Do 3 damage to any target. Creatures damaged by Incorporate may not regenerate						
Jakulhaups	SOR	R	****	RTh	RR4	IA
Bury all artifacts, creatures, and lands.						
Javan	SL	C	***	DSh	RR3	HL
RRR, T: Destroy target non-creature artifact. 3/3.						
Karpalus Giant	SC	U	****	DGe	R6	IA
0. Top a snow-covered land you control to give Karpalus Giant +1/+1 until end of turn. 3/3						
Karpalus Yeti	SC	R	****	QHo	RR3	IA
T: Karpalus Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karpalus Yeti. 3/3						



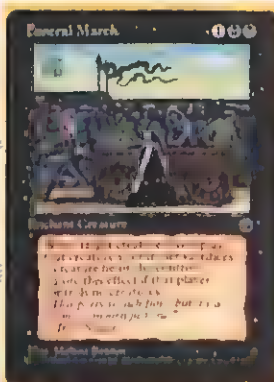
players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Vertigo	INS	U	***	DTu	R	IA
Do 2 damage to target flying creature, which loses flying until end of turn.						
Wall of Dust	SC	U	**	RTh	R2	LG,4TH
Creatures blocked by Wall may not attack during opponent's next turn. 1/4.						
Wall of Earth	SC	C	****	RTh	R1	LG
0/6						
Wall of Fire	SC	U	***	RTh	RR1	A,B,U,R,4TH
R: +1/+0. 0/5.						
Wall of Heat	SC	C	***	RTh	R2	LG,CH
2/6.						
Wall of Lava	SC	U	***	PVe	RR1	IA
R: +1/+1 until end of turn. 1/3.						
Wall of Opposition	SC	U	***	HMc	RR3	LG,CH
1: +1/+0 until end of turn. 0/6						
Wall of Stone	SC	U	***	Dfr	RR1	A,B,U,R,4TH
0/8.						
Wheel of Fortune	SOR	R	****	DGe	R2	A,B,U,R
All players must discard their hands and draw seven new cards.						
Windseeker Centaur	SC	R	***	AMa	RR1	BOOX
Does not tap to attack. 2/2						
Winds of Change	SOR	R	***	JHo	R	LG,4TH
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						
Winter Sky	SOR	R	**	MKG	R	HL
Flip a coin. Opponent calls heads or tails. If call is in your favor, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.						
Word of Blasting	INS	U	***	KMe	R1	IA
Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.						
Ydwen Eftreet	SC	R	**	DTu	RRR	AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Eftreet blocks. 3/6						

WHITE

Abbey Gargoyles	SC	U	****	CRu	WWW2	HL
Flying. Protection from red. 3/4						
Abbey Matron	SC	C	***	MKG	2WW	HL
W.T. +0/+3 till end of turn. 1/3 (Two versions)						
Abu Ja'far	SC	U	****	KMe	W	AN,CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1						
Adarkar Unicorn	SC	C	***	QHo	WW1	IA
T. Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2						
Akron Legionnaire	SC	R	*	MPo	WW6	LG,CH
Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.						
Alabaster Potion	INS	C	****	HMc	WWX	LG,4TH
Give target player X life or prevent X damage to target creature or player.						
Amrou Kirikih	SC	C	***	QHo	WW	LG,4TH
Creatures with power greater than 2 may not block Amrou Kirikih. Blocker's power may later be increased. 1/1						
Angelic Voices	EH	R	****	JBo	WW2	LG,CH
Give all your creatures +1/+1 if you control only white or artifact creatures.						
Angry Mob	SC	U	****	DTu	WW2	DK,4TH
Trample. During Angry Mob's controller's turn, "t"=total number of swamps all opponents control. Otherwise, "t"=0. 2*/2*						
Animate Wall	EC	R	**	Dfr	W	A,B,U,R,4TH
Target wall may now attack.						
Arctic Foxes	SC	C	***	MPo	W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1						
Arenson's Aura	EH	C	***	NLe	W2	IA
W. Sacrifice an enchantment to destroy another enchantment. 3UU						
Counter an enchantment as it is being cast.						
Argivian Archaeologist	SC	R	****	AWe	WW1	AQ
2. T. Bang an artifact from your graveyard to your hand. 1/1						
Argivian Blacksmith	SC	C	***	KKa	WW1	AQ
T. Negate 2 damage to target artifact creature. 2/2						
Armageddon	SOR	R	****	JMy	W3	A,B,U,R,4TH
Destroy all lands in play.						
Armor of Faith	EC	C	***	AMa	W	IA
Target creature gains +1/+1. W +0/+1						
Army of Allah	INS	C	****	BSn	WW1	AN
+2/+0 to all attacking creatures until end of turn.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Artifact Ward	EC	C	**	DSh	W	AQ
Target creature may not be blocked by artifact creatures. Damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.						
Aysen Bureaucrats	SC	C	***	ArA	W1	HL
Tap target creature with power no greater than 2. 1/1.						
Aysen Crusader	SC	R	**	NTh	WW2	HL
X equals number of heroes in play. 2+X/2+X						
Aysen Highway	EN	R	***	NTh	WWW3	HL
All white creatures gain plainswalk.						
Balance	SOR	R	****	MPo	W1	A,B,U,R,4TH
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.						
Battle Cry	INS	U	***	DSh	W2	IA
Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.						
Beast Walkers	SC	R	**	HHu	WW1	HL
G. Bending until the end of turn. 1/1.						
Benalish Hero	SC	C	***	DSh	W	A,B,U,R,4TH
Bonds. 1/1.						
Black Scarab	EC	U	***	KFo	W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						
Black Ward	EC	U	****	Dfr	W	A,B,U,R,4TH
Target creature gains protection from black.						
Blaze of Glory	INS	R	**	RTh	W	A,B,U
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.						



FUNERAL MARCH



RAMSES OVERDARK

Funeral March and Ramses Overdark: Just slap Funeral March on your opponent's most annoying beastie ("Say, is that an Old Man of the Sea?"), which means if it or creature dies your opponent's gotta pick a second creature for the graveyard, then tap Ramses to kill a creature with an enchantment played on it ("Say, was that an Old Man of the Sea?") and bam, instant two-for-one bargain!

Blessed Wine	INS	C	**	KFo	W1	IA
Gain 1 life. Draw a card at the beginning of the next turn.						
Blessing	EC	R	****	JBo	WW	A,B,U,R,4TH
W. +1/+1						
Blinking Spirit	SC	R	****	LWi	W3	IA
O. Blinking Spirit returns to its owner's hand. 2/2						
Blood of the Martyr	INS	U	*	CRu	WWW	DK,CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Blue Scarab	EC	U	***	AWe	W	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.						
Blue Ward	EC	U	***	Dfr	W	A,B,U,R,4TH
Target creature gains protection from blue.						
Brainwash	EC	C	***	PVe	W	DK,4TH
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
Call to Arms	EN	R	****	RGo	W1	IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.						
Camel	SC	C	*	SeV	W	AN
Bonds. Camel gives immunity to Desert damage to all those banded with it. 0/1						
Caribou Range	EL	R	****	Rtp	WW2	IA
WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. O: Sacrifice a Caribou token to gain 1 life.						
Castle	EN	U	***	DWi	W3	A,B,U,R,4TH
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.						
Circle of Protection: Artifacts	EN	U	****	PVe	W1	AQ,4TH
2. Prevent all damage against you from an artifact source.						
Circle of Protection: Black	EN	U	****	JMy	W1	B,U,R,4TH,IA
1. Prevent all damage to you from one black source.						
Circle of Protection: Blue	EN	C	***	DWi	W1	A,B,U,R,4TH,IA
1. Prevent all damage to you from one blue source.						
Circle of Protection: Green	EN	C	***	SeV	W1	A,B,U,R,4TH,IA
1. Prevent all damage to you from one green source.						
Circle of Protection: Red	EN	C	***	MTe	W1	A,B,U,R,4TH,IA
1. Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	***	DSh	W1	A,B,U,R,4TH,IA
1. Prevent all damage to you from one white source.						
Cleanse	SOR	R	****	Ffo	WW2	LG
Destroy all black creatures in play.						
Cleansing	SOR	R	***	PVe	WWW	DK
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.						
Clergy of the Holy Nimbus	SC	C	***	DGe	W	LG
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1						
Cold Snap	EN	U	**	RGo	W2	IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.						
Combat Medic	SC	C	***	Mub	W2	FE
W1. Prevent 1 damage to a player or creature. Artists: EBe, LDa, AMa,SVC. 0/2						
Consecrate Land	EL	U	****	JMa	W	A,B,U
Target land is immune from all effects that would destroy it.						
Conversion	EN	U	****	JMy	WW2	A,B,U,R,4TH
All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.						
Cooperation	EC	C	***	Pfo	W2	IA
Target creature gains bonding.						
Crusade	EN	R	****	MPo	WW	A,B,U,R,4TH
All white creatures gain +1/+1						

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Energy Storm	CU. 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.	EN	R	****	SEv	W1	IA	Holy Day	Creatures attack and block as normal but deal no damage	INS	C	***	JHa	W	LG
Equinox	Tap target land to counter a spell that destroys your land (play as an interrupt).	EL	C	**	SVC	W	LG	Holy Light	Give all non-white creatures -1/-1 until end of turn.	INS	C	**	DTu	W2	DK
Exorcist	W1, T: Destroy target black creature. 1/1.	SC	R	***	DTu	WW	DK	Holy Strength	Target creature gains +1/+2.	EC	C	***	AMa	W	ABUR,4TH
Eye for an Eye	Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.	INS	R	****	MPo	WW	AN,R,4TH	Iceborn Infantry	1. Gains banding until end of turn. 2. Gains first strike until end of turn. Artists: EBe, CRu, DSh, DTu. 1/1.	SC	C	**	Muli	W	FE
Farmstead	Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.	EL	R	*	MPo	WWW	ABUR	Iceborn Javelineers	When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBa, SKi. 1/1.	SC	C	**	Muli	W	FE
Farrel's Mantle	If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.	EC	U	***	AWa	W2	FE	Iceborn Liestanion	W1: Give target Soldier +1/+0 until end of turn. 1/2.	SC	R	*	PVa	WW	FE
Farrel's Zealot	If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBa, RKF. 2/2.	SC	C	**	Muli	WW1	FE	Iceborn Moneychanger	Lose 3 life when casting and put 3 counters on Iceborn Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBa, DTu. 0/2.	SC	C	***	Muli	W	FE
Farrelite Priest	1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3.	SC	U	*	Pfo	WW1	FE	Iceborn Phalanx	Bands. 2/4.	SC	U	***	KFo	W4	FE
Fasting	Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.	EN	U	**	DSh	W	DK	Iceborn Priest	WW1: Make target creature +1/+1 until end of turn. 1/1.	SC	U	***	DTu	W	FE
Festival	Opponent may not declare an attack this turn. Play during opponent's upkeep.	INS	C	**	MPo	W	DK	Iceborn Scout	1, T: Give target creature first strike until end of turn. Artists: RAI, Pfo, RKF, DSh. 1/1.	SC	C	****	Muli	W	FE
Fire and Brimstone	Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.	INS	U	**	JMe	WW3	DK	Iceborn Skirmishers	Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.	SC	R	***	HHu	W3	FE
Formation	Give target creature banding until end of turn. Draw a card at the beginning of the next turn.	INS	R	**	KMe	W1	IA	Iceborn Town	Put 4 Citizen tokens, which are 1/1 white creatures, in play.	SOR	R	****	TWg	W5	FE
Fortified Area	Give all your walls +1/+0 and banding.	EN	C	**	RAF	WW1	LG	Indestructible Aura	Reduce to 0 all damage dealt to target creature until end of turn.	INS	C	**	MPo	W	LG
Fylgia	Put four healing counters on Fylgia when it comes into play. 0: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W. Put a healing counter on Fylgia.	EC	C	****	EBe	W	IA	Infinite Authority	After combat, destroy all creatures with toughness 3 or less blocked or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.	EC	R	**	DSh	WWW	LG,CH
General Jarkeld	T: Exchange two blocking creatures without creating an illegal block. 1/2.	SC	R	***	RTh	W3	IA	Island Sanctuary	If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.	EN	R	**	MPo	W1	ABUR,4TH
Glyph of Life	Add to your life points damage done to target wall by attacking creatures.	INS	C	*	SVC	W	LG	Ivory Guardians	Protection from red. Make all guardians +1/+1 if opponent controls red cards. 3/3.	SC	U	***	MBa	WW4	LG,CH
Great Defender	Give target creature +0/+X until end of turn, where X is the creature's casting cost.	INS	U	**	MPo	W	LG	Jihad	+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.	EN	R	****	BSn	WWW	AN
Great Wall	Creatures with plainswalk may be blocked.	EN	U	*	SEv	W2	LG	Justice	Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.	EN	U	***	RTp	WW2	IA
Greater Realm of Preservation	W1. Prevent all damage to you from a red or black source.	EN	U	****	NTh	W1	LG	Karma	Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.	EN	U	****	RTh	WW2	ABUR,4TH
Green Scarab	Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.	EC	U	***	Nle	W	IA	Keepers of the Faith	2/3.	SC	C	**	DGe	WW1	LG,CH
Green Ward	Target creature gains protection from green.	EC	U	***	Dfr	W	ABUR,4TH								
Guardian Angel	Negate X damage dealt to a target. Psst: put this card next to Paralyze.	INS	C	***	AMa	WX	ABUR								
Hallowed Ground	WW. Return a non-snow-covered land you control to its owner's hand.	EN	U	**	DSh	W1	IA								
Hand of Justice	T: Top 3 target white creatures you control to destroy any target creature. 2/6.	SC	R	***	MBa	W5	FE								
Hazduhr the Abbot	X, T: Redirect to Hazduhr X damage dealt to white you control. 2/5.	SC	R	***	Dfr	WW3	HL								
Heal	Prevent 1 damage to any target. Draw a card at the beginning of the next turn.	INS	C	**	MTe	W	IA								
Healing Salve	Gain 3 life, or negate up to 3 damage dealt to a target.	INS	C	***	DFr	W	ABUR,4TH								
Heaven's Gate	Change the color of one or more target creatures to white until end of turn.	INS	U	**	DSh	W	LG								
Heroism	Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.	EN	U	**	MPo	W2	FE								
Hipparian	Hipparian cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.	SC	U	***	DWf	W1	IA								
Holy Armor	Target creature gains +0/+2. W: +0/+1.	EC	C	***	MBa	W	ABUR,4TH								

Kjeldoran Guard	T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.	SC	C	**	AWa	W1	IA
Kjeldoran Knight	Banding. W1: +1/+0 until end of turn. WW: +0/-2 until end of turn. 1/1.	SC	R	****	RSp	WW	IA
Kjeldoran Phalanx	First strike, banding. 2/5.	SC	R	***	RKF	W5	IA
Kjeldoran Royal Guard	T. Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.	SC	R	****	LWf	WW3	IA
Kjeldoran Skycaptain	Flying, banding, first strike. 2/2.	SC	U	****	MPo	W4	IA
Kjeldoran Skyknight	Flying, banding, first strike. 1/1.	SC	C	****	MPo	W2	IA
Kjeldoran Warrior	Banding. 1/1.	SC	C	***	MPo	W	IA
Knights of Thorn	Protection from red, banding. 2/2.	SC	R	****	CRu	W3	DK
Lance	Target creature gains first strike.	EC	U	**	RAI	W	ABUR
Land Tax	If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.	EN	R	****	BSn	W	LG,4TH
Leeches	Target player removes all poison counters. Player takes 1 damage for each poison counter removed.	SOR	R	*	ARa	WW1	HL
Lifeblood	Take 1 life whenever opponent taps a mountain.	EN	R	****	MTe	WW2	LG
Lightning Blow	Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.	INS	R	***	HMc	W1	IA
Lost Order of Jarkeld	* equals the number of creatures controlled by target opponent 1+*/1+.	SC	R	***	ARu	WW2	IA
Martyr's Cry	Remove all white creatures from the game. Each player must draw a card for each white creature he or she controlled.	SOR	R	***	JMe	WW	DK
Martyrs of Korlis	Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6.	SC	U	***	MDK	WW3	AQ
Mercenaries	If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.	SC	R	*	CBt	W3	IA
Mesa Falcon	Flying. W1 +0/+1 until end of turn. 1/1. (Two versions)	SC	C	***	MPo	W1	HL
Mesa Pegasus	Flying, bands. 1/1.	SC	C	****	MBa	W1	ABUR,4TH
Miracle Worker	T: Destroy target enchantment on one of your creatures. 1/1.	SC	C	***	RSp	W	W



Merike Ri Berit

1. One creature you control is tapped as normal during untap phase.

2. Gain control of that creature if you lose control of Merike Ri Berit.

3. Merike Ri Berit leaves play or becomes tapped, bury the creature.



Paralyze

Target creature is tapped as normal during untap phase.

Target creature's controller cannot spend a damage token he or she spends to untap.

Target creature is tapped as normal during untap phase.

MERIKE RI BERIT

1. One creature you control is tapped as normal during untap phase.

2. Gain control of that creature if you lose control of Merike Ri Berit.

3. Merike Ri Berit leaves play or becomes tapped, bury the creature.

PARALYZE

Target creature is tapped as normal during untap phase.

Target creature's controller cannot spend a damage token he or she spends to untap.

Target creature is tapped as normal during untap phase.

Kelsinko Ranger	W1. One creature gains first strike until end of turn. 1/1.	SC	C	*	MPo	W	IA
King Suleiman	T: Destroy an Elf or Dwarf. 1/1.	SC	R	**	MPo	W1	AN
Kismet	All opponent's creatures, lands, and artifacts enter play tapped.	EN	U	****	KFo	W3	LG,4TH
Kjeldoran Elite Guard	T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.	SC	U	***	MBa	W3	IA
Moat	Non-flying creatures cannot attack.	EN	R	****	JMe	WW2	LG
Moorish Cavalry	Temple. 3/3.	SC	C	***	DWf	WW2	AN
Morale	Give all attacking creatures +1/+1 until end of turn.	INS	C	**	MPo	WW1	DK,4TH
Northern Paladin	WW. T: Destroy a block card in play. 3/3.	SC	R	****	DSh	WW2	ABUR,4TH



MERIEKE RI BERIT



PARALYZE

Merieke Ri Berit and Paralyze If you're tired of using **Nemits** to untap creatures, here's another way. Merieke doesn't have any untap costs, so even the re-released **Paralyze** will let her pop into action for the bargain price of four mana.

Kelsinko Ranger W1. One green creature gains first strike until end of turn. 1/1.	SC	C	*	MPo	W	IA	Moat Non-flying creatures cannot attack.	EN	R	****	JMe	WW2	LG
King Suleiman T: Destroy an Efect or Djinn. 1/1.	SC	R	**	MPo	W1	AN	Moorish Cavalry Temptle. 3/3.	SC	C	***	DWf	WW2	AN
Kismet All opponent's creatures, lands, and artifacts enter play tapped.	EN	U	****	KFo	W3	LG,4TH	Morale Give all attacking creatures +1/+1 until end of turn.	INS	C	**	MPo	WW1	DK,4TH
Kjeldoran Elite Guard T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.	SC	U	***	MBa	W3	IA	Northern Paladin WW, T: Destroy a black card in play. 3/3.	SC	R	****	DSh	WW2	ABUR,4TH



p l a y e r s q u i d e

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Order of Leitbur	SC	C	●●●●	MuLi	WW	FE
Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: RAF, BWs (two versions). 2/1.						
Order of the Sacred Torch	SC	R	●●●●	RTp	WW	IA
T: Sacrifice 1 life to counter a black spell. 2/2						
Order of the White Shield	SC	U	●●●●	Rtp	WW	IA
Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.						
Osai Vulnures	SC	U	●	Df:	W1	LG,4TH
Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vulnures. Remove 2 counters to make Osai Vulnures +1/+1 until end of turn. 1/1						
Pearled Unicorn	SC	C	●●	CB:	W2	ABU,R,4TH
2/2.						
Personal Incarnation	SC	R	●●●	KBr	WWW3	ABU,R,4TH
If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6						
Petra Sphinx	SC	R	●●	SEv	WWW2	LG
T. Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand, otherwise, it goes to the graveyard. 3/4						
Piety	INS	C	●●	MPo	W2	AN,4TH
+0/+3 to all defending creatures until end of turn.						
Pikemen	SC	C	●●●	DDe	W1	DK,4TH
Banding, first strike. 1/1.						
Preacher	SC	R	●●●	QHo	WW1	DK
T. Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped						
Presence of the Master	EN	U	●●●	PFo	W3	LG
Counter all new enchantments cast whenever Presence of the Master is in play.						
Prismatic Ward	EC	C	●●●	LW:	W1	IA
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.						
Prophecy	SOR	C	●●	CRu	W	HL
Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Draw a card at the beginning of the next turn's upkeep						
Purloze	INT	R	●●●	SEv	W	ABU,R,4TH
Change the color of one card being played or in play to white						
Rally	INS	C	●●●	HHu	WW	IA
All blocking creatures gain +1/+1 until end of turn.						
Rapid Fire	INS	R	●●	JHo	W3	LG
Give target creature last strike and Rampage: 2 until end of turn. Play before defense is chosen						
Rashka the Slayer	SC	U	●●	CRu	WW3	HL
Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3						
Red Scarab	EC	U	●●●	SEv	W	IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures						
Red Ward	EC	U	●●●●	Dfr	W	ABU,R,4TH
Target creature gains protection from red.						
Remove Enchantments	INS	C	●●	BSn	W	LG
Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand, all other enchantments are destroyed						
Repentant Blacksmith	SC	C	●●●	DTu	W1	AN, CH
Protection from red. 1/2.						
Resurrection	SOR	U	●●●●	DWi	WW2	ABU,R
Take a creature from your graveyard and put it directly into play as if just summoned						
Reverse Damage	INS	R	●●●●	DWi	WW1	ABU,R,4TH
All damage you have taken from any one source is added to, not subtracted from, your life total						
Reverse Polarity	INS	C	●●●	JHo	WW	AQ,R
All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally						
Righteous Avengers	SC	U	●●●	HHu	W4	LG
Plainswalk 3/1						
Righteousness	INS	R	●●●	DSH	W	ABU,R,4TH
Target defending creature gets +7/+7 until end of turn						
Sacred Boon	INS	U	●●●●	MRo	W1	IA
Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						

Somite Alchemist	SC	C **	Two W3	HL
WW1: Prevent up to 4 damage to a creature you control. Tap creature. That creature does not untap during your next untap phase 0/2 (Two versions)				
Somite Healer	SC	C ***	Two W1	AB,UR,ATH
T Prevent 1 damage to any target. 1/1				
Savannah Lions	SC	R ***	Dge W	AB,UR,ATH
2/1.				
Seeker	EC	C ***	MPo WW2	LG,ATH
Target creature may only be blocked by white or artifact creatures				
Seraph	SC	R *****	Cru W6	IA
Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play as your control. 4/4.				
Serra Angel	SC	U *****	Dsh WW3	AB,UR,ATH
Flying. Does not tap to attack. 4/4.				
Serra Aviator	EW	R *****	Hle W3	HL
All creatures with flying get +1/+1				
Serra Beastiary	EC	C **	AmA WW	HL
Pay WW during your upkeep or bury Serra Beastiary. Target creature cannot block, attack or use any abilities that have T: in their activation cost				



General Jarkeld: Take some time to decipher this guy's power (tip to rearrange two blocking creatures after blocking is declared). Aside from using it on your turn to kill your opponent's lesser critters, use it on his turn to sidestep potentially devastating Giant Growths and Venomous Breaths.

Serra Inquisitors	SC	U	••••	DDe	W4		
If blocking or blocked by block creatures, Inquisitors get +2/0. 3/3.							
Serra Paladin	SC	C	••	PVe	WW2		
T Prevent 1 damage to any creature or player. WW1, T: Attacking any creature does not cause target creature to tap this turn. 2/2							
Shahrazad	SOR	R	•••	KFo	WW		
Players must suspend game in progress and play a game of <i>Magic</i> with their current libraries. Loser of that game loses half of life points in the original game.							
Shield Bearer	SC	C	••	Dfi	W1		
Banding 0/3							
Shield Wall	INS	U	••••	DSh	W1		
Give all your creatures -0/-2 until end of turn							
Snow Hound	SC	U	•••	PMo	W2		
1, T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.							
Soraya the Falconer	SL	R	••••	DDe	WW1		
All falkons +1/+1. W1: Target falkon gains banding until the end of turn. 2/2.							
Spirit Link	EC	U	•••••	KFo	W		
Take 1 life for every point of damage target creature does.							
Spiritual Sanctuary	EN	R	••••	AWe	WW2		
Any player controlling plains takes 1 life during if their or her upkeep							
Squire	SC	C	•	DDe	W1		
1/2							
Swords to Plowshares	INS	U	•••••	KFo	W	A,B,U,R,4th	
Remove target creature from game. Creature's controller gains life points equal to the creature's power							
Thunder Spirit	SC	R	••••	RAF	WW1		
Flying, first strike. 2/2							
Tivador's Crusade	SOR	U	•	DDe	WW1		
All Goblins are destroyed							
Trade Caravan	SC	C	•	KFo	W		
During your upkeep, put a currency counter on Trade Caravan. 0							
Remove two currency counters from Trade Caravan to untap target basic land. Use this ability only during any opponent's upkeep. 1/1							
(Two versions)							

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						

Truce	INS	R	••	MBE	W2	HL
Each player may draw up to two cards. For each card less than Two the player draws, player gets 2 life.						
Tundra Wolves	SC	C	••	QHo	W	LG,4TH
First strike 1/1.						
Veteran Bodyguard	SC	R	••••	DSh	WW3	ABU,4TH
Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped 2/5						
Visions	SDR	U	••	NTh	W	LG,4TH
Look at the top 5 cards of any library, then reshuffle it if you so choose						
Wall of Catrops	SC	C	••	B5n	W1	LG
If Wall of Catrops blocks a creature with other creatures that one all walls. Wall of Catrops gains banding until end of turn. 2/1.						
Wall of Light	SC	U	•••	RTh	W2	LG
Protection from black 1/5.						
Wall of Swords	SC	U	••••	MTe	W3	ABU,R,4TH
Flying 3/5						
War Elephant	SC	C	••••	KBi	W3	AM, CH
Bands, hample 2/2.						
Warning	INS	C	•	PMo	W	IA
Target attacking creature does no damage in combat this turn.						
White Knight	SC	U	••••	DGe	WW	ABU,R,4TH
Protection from black, first strike. 2/2.						
White Scrab	EC	U	•••	Pfo	W	IA
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.						
White Ward	EC	U	•••	Dfi	W	ABU,R,4TH
Target creature gains protection from white						
Witch Hunter	SC	U	••••	JMy	WW2	DK, CH
T: Witch Hunter does 1 damage to target player WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1						
Wrath of God	INS	R	••••	QHo	WW2	ABU,R,4TH
Bury all creatures in play.						

LANDS

Adventurers' Guildhouse	LAN	U •	TW6	LG
All your green legends may band with other legends.				
Adarkar Wastes	LAN	R •••	MRa	IA
T Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.				
An-Hava Township	Land	R •	LDa	HL
T To add 1 Colorless mana to your pool. 1, T: Add G to your pool. 2, T: Add U to your pool. 2, T: Add R to your pool.				
Arena	LAN	R ••••	RAI	BOOK
3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.				
Aysen Abbey	Land	U •	LDa	HL
T Add 1 colorless mana to pool. 1, T: Add W to your pool. 2, T: Add U to your pool. 2, T: Add G to your pool.				
Badlands	LAN	R •••••	RAI	AB,UR
T Add either R or B to your mana pool? Treat as both a Mountain and a Swamp.				
Bayou	LAN	R •••••	JMy	AB,UR
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.				
Bazaar of Baghdad	LAN	R ••	JMa	AN
T Draw 2 cards from your library, immediately discard 3 cards from your hand.				
Bottomless Vault	LAN	R •••	PMo	FE
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.				
Brushland	LAN	R •••	BWa	IA
T Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.				
Castle Sengir	LAN	R •	PVe	HL
T Add 1 colorless mana to your pool. 1, T: Add U to your pool. 2, T: Add U to your pool. 2, T: Add R to your pool.				
Cathedral of Serra	LAN	U •	MPo	LG
All your white legends may band with other legends.				
City of Brass	LAN	R ••••	MT6	AN, CH
T Add 1 mana of any color. Take 1 damage when City of Brass is tapped.				
City of Shadows	LAN	R ••	TW6	DX
T Remove one of your creatures from the game and put 1 counter to City of Shadows. 1. Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.				
Desert	LAN	C •••	JMy	AN
T: Add 1. T: Do 1 damage to any attacking creature after it deals damage.				
Diamond Valley	LAN	R •••••	BSn	
T: Sacrifice a creature to gain life equal to its toughness.				
Dwarven Hold	LAN	R •••	PMo	FE
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.				
Dwarven Ruins	LAN	U •	MPo	FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.				

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
Ebon Stronghold Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.	LAN	U	•	MPo		FE	Mishra's Factory T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. T: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.	LAN	U	••••	KFo, Pfo		AQ, 4TH	Strip Mine T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.	LAN	U	•••••	DGe		AQ, 4TH
Elephant Graveyard T Add 1 T. Regenerate an Elephant or Mammoth.	LAN	R	•••	RAI		AN	Mishra's Workshop T: Add 3 to your mana pool. This mana may only be used to cast artifacts.	LAN	R	•••	KFo		AQ	Sulfurous Springs T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.	LAN	R	•••	Pfo		JA
Forest T Add G to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	CRo		AB, UR, 4TH, JA	Mountain T: Add R to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	DSH		AB, UR, 4TH, JA, IA	Sylvanite Temple Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Sylvanite Temple to add UU to your mana pool.	LAN	U	•	MPo		FE
Glacial Chasm CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage dealt to you is reduced to 0.	LAN	U	••	LDa		IA	Mountain Stronghold All your red legends may band with other legends.	LAN	U	•	TWd		LG	Swamp T: Add B to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	DFr		AB, UR, 4TH, JA
Halls of Mist CU: 1. No creature may attack if it attacked during its controller's last turn.	LAN	R	••••	MPo		IA	Oasis T: Negate 1 damage to any creature.	LAN	U	•••	BSn		AN, 4TH	Taiga T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.	LAN	R	•••••	RAI		AB, UR
Hammerheim Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.	LAN	U	••••	BWd		LG	Pendelhaven Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.	LAN	U	••••	BWd		LG	Tabernacle of Pendrell Vale Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.	LAN	R	•••	NLe		LG
Havenwood Battleground Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.	LAN	U	•	MPo		FE	Plains T Add W to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	JMy		AB, UR, 4TH, JA	Timberline Ridge If there are any depletion counters on Timberline Ridge, it does not untap. Remove a depletion counter from Timberline Ridge at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Timberline Ridge. T: Add R to your mana pool and put a depletion counter on Timberline Ridge.	LAN	R	••••	JMe		IA
Hollow Trees Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.	LAN	R	•••	PMo		FE	Plateau T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.	LAN	R	•••••	DTu		AB, UR	Talaria Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.	LAN	U	•••	NLe		LG
Icatian Store Comes into play tapped. You may leave Icatian Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.	LAN	R	••••	PMo		FE	Rainbow Vale T: Add 1 mana of any color to your pool. Rainbow Vale passes to opponent at end of turn.	LAN	R	•••	KFo		FE	Tropical Island T: Add either G or U to your mana pool. Treat as both a Forest and an Island.	LAN	R	•••••	JMy		AB, UR
Ice Floe You may choose not to untap Ice Floe. T: Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.	LAN	U	•••	JMe		IA	River Delta If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.	LAN	R	••••	SEv		IA	Tundra T: Add either U or W to your mana pool. Treat as both an Island and a Plains.	LAN	R	•••••	JMy		AB, UR



REVEKA, WIZARD SAVANT



INFUSE

Reveka, Wizard Savant and Infuse: There're loads of ways to untap creatures, but let's go with the one nobody ever uses, Infuse. It may not be the hottest card around, but using it with Reveka definitely gives you your money's worth. For three mana you get to do two more points of damage and draw another card. Pretty snappy, especially in a deck that has a lot of cards that tap for an effect.

Island T: Add U to your mana pool.	LAN	R	—	MPo		AB, UR, 4TH, JA
Island of Wak-Wak T: Reduce the power of one flying creature to 0 until end of turn.	LAN	R	•••••	DSH		AN
Karakas Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.	LAN	U	••••	NLe		LG
Karplusan Forest T: Add J to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.	LAN	R	•••	NLe		IA
Koskun Keep T: Add 1 colorless mana to your pool. 1. T: Add R to your pool. 2. T: Add B to your pool. 2. T: Add G to your pool.	LAN	U	•	MPo		HL
Land Cap If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.	LAN	R	••••	LWi		IA
Lava Tubes If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.	LAN	R	••••	BWd		IA
Library of Alexandria T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.	LAN	R	•••••	MPo		AN
Maze of Ith T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.	LAN	U	•••••	AMo		DK

Ruins of Trokair Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.	LAN	U	•	MPo		FE
Safe Haven 2. T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.	LAN	R	••••	CRu		DK
Sand Silos Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.	LAN	R	•••	PMo		FE
Savannah T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.	LAN	R	•••••	RAI		AB, UR
Scrubland T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.	LAN	R	•••••	JMy		AB, UR
Searfarer's Quay All your blue legends may band with other legends.	LAN	U	•	TWd		LG
Snow-Covered Forest T: Add G to your mana pool.	LAN	U	—	PMo		IA
Snow-Covered Island T: Add U to your mana pool.	LAN	U	—	AMo		IA
Snow-Covered Mountain T: Add R to your mana pool.	LAN	U	—	TWd		IA
Snow-Covered Plains T: Add W to your mana pool.	LAN	U	—	CRu		IA
Snow-Covered Swamp T: Add B to your mana pool.	LAN	U	—	DSH		IA
Sorrow's Path T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.	LAN	R	•	RAF		DK

HEY!

Ever got confused by a Magic card or wacky card combo?
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•/• Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SQR Sorcery

INQUEST

players guide

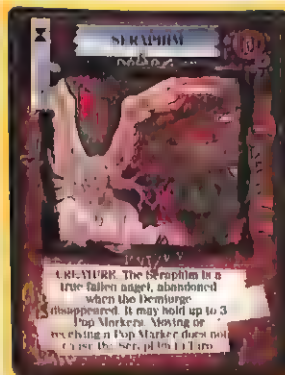
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BEINGS

Name	Description	Affiliation	CV	Suits	Rarity
Admiral Lyle P. Crowley	Lictor. Unique. All War Hounds in the same Mystic Cross gain +3 to their CV. Crowley gains +4 to his CV if in the same Mystic Cross as the U.S.S. Reliant. Provides you with a Skull while in your Stage.	Dem	6	HS	U
Adnan Kazour	Razide. Unique. When in your CV, the Beings in your Stage may attack Cost members. Provides you with a Skull while in your Stage.	Ast	6	RS	U
Andrea Bergstrom	Lictor and Pawn. Unique. Gives all Pawns of Passion in play +1 to their CVs. Provides you with a Rose while your Stage.	Dem	6	HH	U
Anselm Höder	Pawn. Unique. Spellcaster.	Neu	5	SS	U
Anton Prodyck	Lictor. Unique. Must attack Prince Von Habsburg if he is in another Mystic Cross. Provides you with a Skull while in your Stage.	Dem	6	ER	U
Anton Teplov	Razide. Unique. All Pawns he defeats in combat attach to him. Teplov gains +1 to his CV per pawn attached. Provides you with a Crescent while in your Stage.	Ast	6	ER	U
Artist	Pawn of Dreams. Provides you with one Crescent.	Neu	3	C	C
Avenger	Pawn of Passion. Repel one Pop Marker to allow the Avenger to defend instead of a Pawn under attack.	Neu	3	R	C
Avenging Angel	Creature. May immediately attack any Being that attacks a Being in the Angel's Mystic Cross after the first attack is completed.	Ast	3	S	U
Azaqui	Razide. Unique. When in the same Mystic Cross as Luigi Cantorre, Cantorre gains +2 to his CV. Azaqui is never discarded. He is shuffled into your draw pile instead. Provides you with a Crescent while in your Stage.	Ast	6	CE	U
Baal Reshef, Lord of Pestilence	Creature. Unique. May be turned face-down to make any Being diseased. Being loses -2 to its CV. Any Pop Marker on Reshef is infected. If that Pop Marker is moved to a Being, the Being is discarded.	Ast	10	RSSS	U
Black Guardsman	Creature. Has a CV of 8 when in Netzach's Mystic Cross. May not attack a being in Netzach's Mystic Cross.	Dem	5	SS	C
Blood Angel	Creature. If in the same Mystic Cross with The Voice of Blood and victorious in combat, the Blood Angel may perform another attack. May perform up to two extra attacks in this manner, but may never attack a Being in Sathanel's Mystic Cross.	Ast	5	RR	C
Blue-Collar Worker	Pawn of Time and Space. Item cards played on your Beings do not require a Suit match.	Neu	3	H	C
Burnt-Out Occultist	Pawn of Death. Spellcaster. May only cast spells from the Lores of Time and Space, Death, and Madness.	Neu	3	S	C
Business Executive	Pawn of Time and Space. You may turn the Executive face-down during your Perform Deeds step to sway on Pop Marker from any Being in your Cost to any unturned card in your Stage. Turn both cards after the move.	Neu	3	H	C
Cardinal Giorgio Biotti	Lictor. Unique. Repel one Pop Marker at any time to attach any Priest in play to Biotti. Each Priest gives Biotti +2 to his CV. Provides you with a Rose while in your Stage.	Dem	6	RS	U
Carrier of Pestilence	Creature. Any being in combat with the Carrier is -2 to its CV. The Carrier wins if the combat is a tie.	Neu	3	S	C

Name	Description	Affiliation	CV	Suits	Rarity
Child of Chagdiel	Creature. Pawns may not attack the Child, but Child may attack the Pawns.	Ast	3	R	C
Coatlucua, Goddess of Chaos	Creature. Unique. May never hold Pop Markers, may never attack or be attacked, and may never be affected by influence cards. Provides you with any 2 Suits at any time, except Hourglasses.	Neu	3	E	U
Company Caretaker	Pawn of Dreams. The Company Caretaker's current CV is doubled when he is attacked.	Neu	3	C	C
Conjurer	Pawn of Passion. Spellcaster. May only cast spells from the Lores of Time and Space, Dreams, and Passion.	Neu	3	R	C
Don Michael Cimarra	Razide. Unique. All Pawns of Death gains +2 to their CV. Provides you with a Rose while in your Stage.	Ast	6	CS	U
Dr. Mortimer Blanco	Razide. Unique. Pawns in combat with Blanco are at -2 to their CV. Provides you with a Skull while in your Stage.	Ast	6	ES	U
Drifter	Pawn of Time and Space. Drifter may take on the special abilities of any Pawn in play if you repel one Pop Marker. The Drifter retains these abilities until it takes on another Pawn's ability.	Neu	3	H	C
Drug Addict	Pawn of Madness. If in the same Mystic Cross as a Drug Dealer, gains +3 to its CV and becomes a Spellcaster.	Neu	3	E	C
Drug Dealer	Pawn of Death. Repel one Pop Marker at any time to discard one Pawn in play.	Neu	3	S	C
Excrucy	Creature. May cast Lore of Death spells. When Excrucy defeats a Pawn in combat, it is turned instead of discarded.	Ast	8	EHS	C
Executioner	Creature. Influence cards played on Executioner have no effect. May never attack a Being in Geburah's Mystic Cross.	Dem	8	EH	C
Faduary	Creature. Repel one Pop Marker any time to look at adversary's hand.	Dem	3	C	C

Name	Description	Affiliation	CV	Suits	Rarity
Grand Master Marcus	Lictor. Unique. Spellcaster. Marcus gains +4 to his CV when in combat with a Lictor. Provides you with an Eye while in your Stage.	Dem	6	HS	U
Guardian, The	Creature. Unique. The City of the Dead may never be discarded while The Guardian is in the same Mystic Cross. The Guardian may not attack.	Neu	8	HRS	U
Haury	Creature. Pawns killed by the Haury in combat are removed from the game instead of discarded.	Ast	5	SS	C
Heralds of Death	Creature. If in the same Mystic Cross as Baal Reshef, the Heralds gain +3 to their CV. Any Pawn surviving a combat with the Heralds gets a permanent -2 to its CV.	Neu	3	S	C
Huang Li-Pao	Lictor. Unique. Spellcaster. Spells cast by Li-Pao do not require a suit match. If in the same Mystic Cross as The Garden of the White Dragon, Li-Pao gains +2 to his CV. Provides you with an Eye while in your Stage.	Dem	6	HR	U
Hunger Spirit	Creature. May not be discarded unless an opponent's modified CV is double the Hunger Spirit's base CV or greater. A Pop Marker that sits on your Hunger Spirit for your full turn is removed the game due to starvation.	Ast	5	EE	U
Jelena Kalenko	Creature. Nephante. Kalenko may double base CV at any time until the end of the current player's turn by Repelling a Pop Marker she is holding.	Ast	5	ER	U
Jonathan Hayworth	Razide. Unique. Each Hunger Spirit and Hour in play gains +2 to its CV while Hayworth is in play. Provides an Eye while in your Stage.	Ast	6	RS	U
Journalist	Pawn of Time and Space. May hold any number of Pop Markers. Gains +1 to his CV for every Pop Marker on him.	Neu	3	H	C
Kali Durga, Temple Servant	Creature. You gain control over one Rosa when the Temple Servant is in the same Mystic Cross as the Temple of Kali Durga.	Ast	5	RR	C
Kingpin	Pawn of Madness. While the Kingpin is in your Mystic Cross, you may draw and have up to 10 cards in your hand.	Neu	3	E	C
Knight of Light	Creature. May immediately attack any Pawn that attacks a Lictor, Razide or Creature once the initial combat is over.	Dem	5	RR	C
Le Marquis	Razide. Unique. Spellcaster. Lore of Pass on spells cast by Le Marquis don't require a suit match. Provides you a Rosa while in your Stage.	Ast	6	RS	U
Leonard Sekhil	Razide. Unique. Spellcaster. Sekhil must attack Pawns before any other type of Being. Provides you with an Eye while in your Stage.	Ast	6	EH	U
Lictor	Lictor. Provides you with an Eye while in your Stage.	Dem	6	HS	C



SERAPHIM



RELOCATE

Seraphim and Relocate: With its ability to hold multiple pop markers and transfer them without tapping, Seraphim is one of the best beings in the game. Unfortunately, it's also one of the easiest to kill. Use a Relocate to move your Seraphim to the safety of your stage and you'll be able to transfer pop markers like there's no tomorrow!

Femme Fatale	Neu	3	R	C
Pawn of Passion. Once in play, you may attach this card at any time to any other Pawn. That Pawn may discard the Femme Fatale to prevent being discarded.				
Gang Member	Neu	3	S	C
Pawn of Death. For each additional unturned Gang Member in your Mystic Cross, this Gang Member gains +2 to its CV.				
General Hu	Dem	6	ER	U
Creature. Unique. May only attack Beings with base CVs equal to or greater than his own. Provides you with one Hourglass while in the same Mystic Cross with Huang Li-Pao.				
General Juan Martinez	Ast	6	ES	U
Razide. Unique. Repel one Pop Marker and any number of your Pawns of Death may attach to Martinez. Each Pawn gives Martinez +1 to his CV. Martinez may discard an attached Pawn in combat to gain +2 to his CV.				

Luigi Cantorre	Ast	6	CE	U
Razide. Lictor. Spellcaster. Cantorre may cast Lore of Death spells without a suit match. When in Togami's Mystic Cross, Cantorre gains +2 to his CV. Provides you with an Hourglass while in your Stage.				
Mad Scientist	Neu	3	E	C
Pawn of Madness. Spellcaster. Dark Secret, Power or Limitation cards played on Mad Scientist do not require a Suit match.				
Manifestos	Ast	3	R	C
Creature. When the Manifestos defeats a Pawn in combat, that Pawn is attached to the Manifestos. The Pawn's CV is added to the Manifestos, which may only have one Pawn attachment that cannot be changed.				
Maoro Nakemi	Dem	6	HR	U
Lictor. Unique. Gains +4 to his CV if in the same Mystic Cross as Nywere. Nywere cannot be discarded while in the same Mystic Cross. Provides you with an Hourglass while in your Stage.				

Name Description	Affiliation	CV	Suits	Rarity	Name Description	Affiliation	CV	Suits	Rarity	Name Description	Rarity
Marbas, Lord of Pain Creature. Spellcaster. May only be proclaimed if Anselm Hader is in your Mystic Cross. May cast Lore of Death spells without a Suit match. You may attach your Pawns in play to Marbas to give him +3 CV for each Pawn.	Neu	5	EE	U	Slaves of Pain Creature. When a Being in your Mystic Cross loses in combat, you may discard the Slaves of Pain instead of that Being.	Neu	5	E	C	Cleaving Play during combat. One Being gains +3 to its CV until end of combat.	C
Maria Fedorova Lictor. Unique. Priests in her Mystic Cross gain +3 to their CVs. Gains +4 if in the same Mystic Cross with The Cathedral.	Dem	6	CH	U	Soldier Pawn of Death. May hold 2 Pop Markers. Dark Secret and Limitation cards may not be played on the Soldier.	Neu	3	S	C	Eye for an Eye Play during combat. Target Being now has the same base CV as its opponent until end of combat.	C
Muckraker Pawn of Dreams. The Muckraker's base CV is doubled when in combat with a Lictor, Raz da, or Creature.	Neu	3	C	C	Student Pawn of Dreams. Pawns may not attack the Student. The Student may be replaced with any other Pawn from your hand during your turn. Pop Markers and attachments are moved to the new Pawn, and the Student is shuffled back into your draw pile.	Neu	3	C	C	Faith Shortcut Play at any time. Move 2 Pop Markers from any Cast. Move one to the Population Pool, the other to the Hub within the same Mystic Cross.	C
Musikian Pawn of Madness. All other pawns in your Mystic Cross gain +2 to their CV.	Neu	3	E	C	Takeo Oshima Creature. Unique. Gives all Pawns of Death in play +2 to their CVs.	Dem	8	CCR	U	Family Secret Play on any Pawn at any time, except during combat. The Pawn must discard all attachments.	U
Nachtkinder Creature. Repel one Pop Marker during a combat to add +2 to its CV.	Dem	3	H	C	Teacher Pawn of Dreams. Repel one Pop Marker during your Perform Deeds step to enable the Teacher to play one Influence card. It does not require a suit match.	Neu	3	C	C	Fight Fire with Fire Play during combat. One Being gains the same CV modifiers as its opponent during this combat.	C
Neonate Creature. Spellcaster. Repel one Pop Marker at any time to move the Neonate to another Station in the same Mystic Cross.	Dem	6	EH	U	Tiphany Reader Lictor. Unique. Spellcaster. Artists in the same Mystic Cross gain +3 to their CV. Repel one Pop Marker at any time to attach an Artist to Reader. Each attached Artist provides one Rose. Provides you with a Crescent while in your Stage.	Dem	6	CR	U	Fly in the Ointment Play at any time. One player controls one Suit less (of your choice) until the end of the current player's turn.	C
Nephariote Creature. Once during your turn, the Nephariote may force any one Pawn in play to turn.	Art	6	RR	U	Tormented Army, The Creature. May hold any number of Pop Markers. Gains +1 to its CV for each Pop Marker it holds.	Art	5	RR	C	Gory Play immediately after any combat. The victorious Being must immediately attack again.	C
New Age Pagan Pawn of Time and Space. Spellcaster. Influence cards may not be played on the New Age Pagan.	Neu	3	H	C	Ushers Creature. May only attack Pawns of Death or Beings with Dark Secrets.	Dem	10	EEH	C	Hole in the Sky Play at any time on a face-up Being in play. This Being must be turned over.	U
O Luong Creature. Has a CV of 8 when General Hu is in the same Mystic Cross. The Garden of the White Dragon cannot be discarded while in the same Mystic Cross as the O Luong.	Dem	5	EE	C	Veteran Pawn of Death. The Veteran gives each Soldier in the same Mystic Cross +2 to its CV.	Neu	3	S	C	Impaled Play during combat. One Being is at -3 to its CV until end of combat.	C
Oaxici Creature. Repel one Pop Marker at any time to attach the Oaxici to J. Martinez. For each Oaxici attached, Martinez gains +3 to his CV.	Art	5	SS	C	Voice of Pain Creature. Automatically defeats any Pawn it attacks.	Art	5	S	C	Just in Time Play when a card is about to be discarded. It returns to its player's hand instead.	C
Petty Criminal Pawn of Madness. May be turned face-down during your Perform Deeds step to discard one card at random from any hand.	Neu	3	E	C	Voice of the Blood, The Razide. Unique. You must attach with Voice of Blood during your attack step if it is in your Cast or it is discarded. Provides you with a Rose while in your stage.	Art	8	HR	U	Karma Play at any time. You may Sway your Pop Markers as in a normal Sway step.	C
Pierre Lombard Lictor. Unique. Spellcaster. May not attack Pawns. All Lore of Madness spells cast by Lombard require one less Suit of your choice. Provides you with an Eye while in your Stage.	Dem	6	EH	U	War Hound Creature. If the War Hound defeats a Veteran in combat, it becomes attached to the War Hound. Gains +2 to its CV for each Veteran attached.	Dem	6	CE	C	Lack of Faith Play immediately after an influence card is played. The influence card is ineffective and discarded.	C
Plainclothes Cop Pawn of Passion. The Plainclothes Cop has a CV of 6 when in combat against a Pawn of Death.	Neu	3	R	C						Malice Play during combat. One Being's base CV is doubled until end of combat. Modifiers are not doubled.	C
Priest Pawn of Passion. May not attack Pawns. Pawns may not attack the Priest. The Priest provides you with one Rose.	Neu	3	R	C						Manipulate Death Play at any time. You gain control over one Skull until the beginning of your next turn.	C
Prince Rainer Von Habsburg Lictor. Unique. Pawns of Time and Space in his Mystic Cross gain +2 to their CV. Provides you with a Crescent while in your Stage.	Dem	6	HS	U							
Private Investigator Pawn of Madness. You may turn the Investigator face-down at any time to look at the top 2 cards of a draw pile.	Neu	3	E	C							
Professional Pawn of Dreams. The Professional's base CV is reduced in half when he is attacked. His base CV is doubled when he attacks.	Neu	3	C	C							
Prostitute Pawn of Death. The Prostitute gains +3 to its CV when attacking Pawns. Dark Secret cards played on the Prostitute do not require a Suit match.	Neu	3	S	C							
Purgator Razide. May hold any number of Pop Markers. Gains +2 to its CV while in Chagdiel's Mystic Cross. Provides you with an Hourglass while in your Stage.	Art	8	ERR	U							
Razide Razide. Provides you with a Skull while in your Stage.	Art	6	EH	C							
Researcher Pawn of Time and Space. Discard the Researcher during your Perform Deeds Step to inspect a face-down card under any Hub. You may exchange that card with the top card of that player's draw pile while in your Stage.	Neu	3	H	C							
Samuel Harrington Lictor. Unique. May hold more than Pop Marker, but only if he wins them in combat from a Pawn of Death. Provides you with a Skull while in your Stage.	Dem	6	EH	U							
Sand Rider Creature. The Sand Rider may not be discarded unless an opponent's modified CV is double the Sand Rider's modified CV or greater. Deraba may never be discarded while the Sand Rider is in the same Mystic Cross.	Art	5	EE	U							
Secret Agent Pawn of Passion. May be played in any Mystic Cross. The player whose Cross he occupies controls him. He may never attack you. Beings and you may sway Pop Markers from him to your Stage during your turn.	Neu	3	R	C							
Seraphim Creature. May hold up to 3 Pop Markers. Moving or attaching a Pop Marker does not cause the Seraphim to turn.	Dem	3	H	U							
Servant Creature. May only enter a Mystic Cross if there is at least one Lictor already there. Must be discarded if there are no Lictors in its Cross. Repel one Pop Marker to attach the Servant to a Lictor, giving it +4 to its CV.	Dem	8	HHS	U							



CHISED



THE VOID

Chised and The Void: The best way to get a card you need is to burn through your deck quickly. The fast way to burn through your deck is with this awesome combo. Chised lets you replenish your hand immediately. The void lets you discard as many cards you want. Put the two together and you've got the ultimate n-card drawing speed.

Yoshiko Nakamura Dem 6 CE U
Lictor. Unique. All Business Executives and Company Careers in play gain +3 to their CV. Provides you with an Eye while in your stage.

PERMANENT CARDS

Name	Description	Rarity
Acc in the Hole	Play immediately after losing a combat. The combat is a tie. There is no winner or loser and no cards are discarded.	U
Aggression	Play during combat. One Being gains +2 to its CV until end of combat.	C
Agitator	Play at any time. Take a Pop Marker from a Cast and put it on an available member in another Cast.	C
Asteroth Stirs	Play at any time. All players must discard their hands. Each player then shuffles his or her Discard Pile back into their Draw Pile and draws seven new cards to form a new hand.	U
Blood Venue	Play during combat. Cards attached to Beings have no effect during this combat. Abilities from attachments are still used.	C

Manipulate Dream	Play at any time. You gain control over one Crescent until the beginning of your next turn.	C
Manipulate Passion	Play at any time. You gain control over one Rose until the beginning of your next turn.	C
Manipulate Senses	Play at any time. You gain control over one Eye until the beginning of your next turn.	C
Mislead	Play at any time. Move one Pop Marker from a Stage to an available member of the Cast within the same Mystic Cross.	C
No Pain, No Gain	Play during combat. For every Pop Marker you Repel, one Being gains +1 to its CV until end of combat.	C
Open Artery	Play during combat. One Being is at -2 to its CV until end of combat.	C
Out of Control	Play at any time. You and that player use half of your Pop Markers in the Population Pool. Each player decides which of their Markers to use.	C
Outcast	Play at any time. Return one Pop Marker residing in a Cast to the Population Pool.	C



players guide

Name	Rarity
Description	

Pearly for the Swines

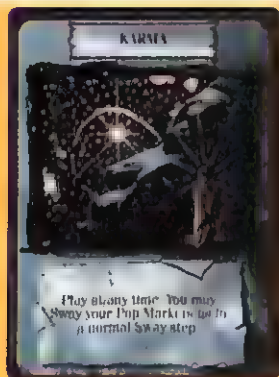
Play immediately after a Repel is made to stop its effect. The Pop Marker is still moved.

Perpetuity

Play at any time. You gain control over one Hourglass until the beginning of your next turn.

Plague

Play at any time. Each player must return a Pop Marker from his or her Mystic Cross to the Population Pool.



KARMA

Karma: Even though it's common, Karma is one of the most potent commandment cards in the game. The best time to use Karma is right after all of your beings unlap at the end of your turn. Then you can transfer any pop markers they're holding without giving your opponent an opportunity to take them away during his turn.

Population Explosion

Play at any time. Double the amount of Pop Markers currently in the Population Pool. Then remove this card from the game.

Power Failure

Play immediately after a Spell is cast. The Spell is ineffective and discarded.

Purge Power

Play at any time. Turn one Major Arcanum face-down. While face-down, that Major Arcanum loses control of the four Suits on the card, and may not use its special ability.

Purified

Play at any time. One Being or Marker is cured of all Dark Secrets, Disease, and/or Infection afflictions. Any such attachments are discarded.

Rage of the Mosses

Play during combat. One Being gains +X to its CV until end of combat, where X is total # of Pop Markers you have in your Cast and Stage.

Redemption

Play at any time. Move one Pop Marker from any Hub to an available member of the Stage within the same Mystic Cross.

Run, You Fool, Run!

Play during combat on any attached Pawn. The Pawn returns to its player's hand.

Sabbath

Play at any time. No player may attack until the beginning of your next turn. If this card is played during combat, the combat immediately ends in a tie.

Sadomasochism

Play immediately after a combat in which your Being was the winner. The Being may let the loser live and instead attack another Being at +5 to its CV.

Sell Your Soul

Play at any time. One of your Beings may immediately cast any one spell as if it were a Spellcaster.

Skin Trade

Play at any time. Exchange all Pop Markers in any one Cast with those in the Cast of another Mystic Cross. Place exchanged Markers on any available Cast member, and put any excess Markers in the Population Pool.

Name	Rarity
Description	
Sorry	C
Play immediately after a Commandment card is played. The Commandment is ineffective and discarded.	
Strapped	C
Play during combat. Being's base CV is reduced in half (rounded down) until end of combat.	
Telekinesis	C
Play at any time. Move any item from any Being to another Being in play.	
Tomb Bondage	U
Play at any time, except during combat. Take one Creature in a player's Cast and put it under that player's Hub. It is entombed there for the rest of the game, but it is not added to the wager for ante.	
Torn Asunder	U
Play at any time. You may discard one attached card in play.	
Two is More Than One	U
Play before you attack. Two Beings in the same Cast may join forces in combat. Add their CVs. If the pair is defeated, only one is discarded. You choose which.	
Undertaker	U
Play at any time. One player must switch all the cards in his hand with the same number of cards from the bottom of his draw pile.	
Unhuman Appearance	U
Attach to a Being at any time, except during combat. The Being may not reside in a Cast. If the Being's controller is unable to move it to his or her Stage by the end of his or her next turn, the Being is discarded.	

INFLUENCES

Name	Suits	Rarity
Description		
Ability to Dupe	RR	C
Affected Being may now hold an additional Pop Marker.		
Antagonism	EER	U
Attach to a Creature. The influenced Creature may not hold Pop Markers. Any adversary may use their attack deed to attack with the Creature during his or her turn.		
Automatic Rifle	SSS	U
Adds +4 to CV while attached.		
Bloodthirst	RR	U
The Being must attack a Pawn during your Attack step each turn or be discarded. If there is no Pawn to attack, the Being is not discarded.		
Born Again	HS	C
Attach to a Being in your discard pile. Place the Being on any Station on which it is allowed to reside. Its CV is at -2.		
Bulletproof Vest	HR	C
The Being may prevent being discarded after losing a combat by discarding the Vest.		
Camera	CC	U
Attach to a Pawn. Repel one Pop Marker to add +4 to the Pawn's CV when it is in combat with a Lector, Razide, or Creature. May only be used once per combat. If given to the Journalist, no repel is needed.		
Curse	CE	C
Attach to a Pawn. The Pawn may not have any further positive modifiers to its CV.		
Eraser	SS	U
The Being may discard the Eraser at any time to discard a Region that resides on a Cast Station.		
Fast Reactions	HS	U
Repel one Pop Marker during combat to give this Being +3 to its CV. Can only be used once per combat. When a combat results in a tie, this Being wins.		
Fettered	HH	U
Play at any time. The Being is confined to its Station and may not take part in a Sway Population step. It may still hold and repel Population Markers.		
Grenade	ESSS	U
The Being may automatically defeat any Being in combat by discarding the Grenade.		
Guilty!	ES	C
Attach to a Pawn. The Pawn may not hold Pop Markers and it is at -2 to its CV when in combat with Beings in Geburah's Mystic Cross.		
Handgun	S	C
A Handgun adds +2 to CV while attached. Up to two Handguns may be used at once.		
Haunted	EH	C
Attach to a Pawn. The Pawn may hold any number of Pop Markers, but it is at -1 to its CV for every one it holds. If its CV ever reaches 0 or less, it is discarded.		
Hooked Up	C	C
Attach to a Pawn. Turn this card and a target Pawn card face-down at any time to let this Pawn use the special ability of the target Pawn.		
Hunting Instinct	ESS	C
This card allows the influenced Being to attack a Being in a Stage.		
Incinerator	SSSS	U
You may repel one Pop Marker to automatically win when this Being is in combat.		
Meat Hook	S	C
A Meat Hook adds +2 to CV while attached.		
Misguidance	HHH	U
Attach to your Major Arcanum. You may proclaim any Being, regardless of affiliation.		

Name	Suits	Rarity
Description		
Marbid Experiments	CEE	C
Attach to a Pawn. The Pawn may not hold Pop Markers and it has a CV of 1 when attacked.		
Morgue	ESS	U
Proclaim on a station in your Cast. This card is considered a Region. Attach your killed Pawns to the Morgue instead of discarding them. The Morgue can hold one additional Pop Marker for each Pawn attached to it.		
Natural Weapon	CSS	U
The being gains +4 to its CV.		
No Man's Land	EESS	U
Attach to a Cast station. All Pop Markers on the station are removed from the game. No cards may be played on this Station while this card is attached to it.		
Occult Experience	ES	C
Attach to a Pawn. The Pawn may not hold Pop Markers.		
Pact with Dark Power	CS	U
Attach to a Pawn. The Pawn gains +5 to its CV, but in combat with a Lector or Razide, it is at -5 to its CV instead.		
Possessed	EH	U
Attach to a Pawn. Choose a Creature in play. The Pawn may not attack, have attachments or hold Pop Markers until that Creature is discarded.		
Protective Skin	CCRS	U
Opponents of this Being in combat must have a modified CV greater than twice the base CV of this Being to defeat it.		
Psychotherapy	ES	U
Attach to a Pawn. Whenever the Pawn's controller attacks, he or she must attack with the Pawn or it is discarded.		
Regeneration	CES	C
When this Being is about to be discarded, it and any attachments (except this one) may be placed on top of your draw pile instead, in any order you choose.		
Sanitarium	EER	C
Proclaim on an open station in your Cast. This card is considered a Region and may hold 2 Pop Markers. You may recruit 2 Pop Markers to this card during your Recruit step while it is in the Cast.		
Scalpel	S	C
A Scalpel adds +1 to CV while attached. Any number of Scalpels can be used at once.		
Siamese Twin	ES	C
Attach to a Pawn. If the Pawn is defeated in combat, the Siamese Twin is discarded instead.		
Spineless	RSS	U
The influenced Being must have a weapon to attack.		
Sub-Machine Gun	SS	U
Adds +3 to CV while attached.		
Symbol Bandage	E	C
If this card is ever discarded, the attached Being is discarded as well.		
Tracking Device	ERR	C
This device allows the Being to attack a Being in the Stage.		
Uncontrolled Shape Change	CEH	U
Attach to a Pawn. When the Pawn holds a Pop Marker it has a CV of 3. Otherwise, it has a base CV of 6.		
Unholy Hunger	EES	C
The influenced Being must have a Pop Marker on it at all times or be discarded.		
Victim of Crime	EES	C
Attach to a Pawn. The Pawn must always reside in the Cast. If there is no Being residing in a station next to the Pawn's at any point in the game, the Pawn is discarded.		
Void, The	EEH	U
Attach to your Major Arcanum. You may discard any number of cards during your discard step every turn.		

MAJOR ARCANA

Name	Affiliation	HI	Suits	Rarity
Description				
Binah	Dem	5	CCHH	R
All cards in your Stage may hold an additional Pop Marker.				
Chagdiel	Ast	4	EECC	R
Draw cards to eight.				
Chesed	Dem	7	HHRR	R
Draw a card every time you play or discard one. Draw up to 4 cards instead of 7. You may never have more than 4 cards in your hand.				
Chokmah	Dem	3	CCRR	R
Draw cards to eight.				
Gamaliel	Ast	18	RRSS	R
Disregard Station indicators when playing Influence cards.				
Garmichioth	Ast	8	CERS	R
Draw a card every time you play or discard one. Draw up to 4 cards instead of 7. You may never have more than 4 cards in your hand.				
Geburah	Dem	9	EEHH	R
If a combat results in a tie, your Being still wins.				
Golab	Ast	10	EEHH	R
If a combat results in a tie, your Being still wins.				
Harab-Serap	Ast	14	EEHH	R
You may perform an extra attack with one of your Beings that did not attack this turn.				
Hod	Dem	HHSS	EEHH	R
For every Pop Marker you Repel during a combat, one Being gains +2 to its CV.				

Name Description	Affiliation	HL	Suits	Rarity
Kether Perform your Recruit step before your Sway step.	Dem	1	CEHR	R
Malkuth All your Pawns are at +1 to their CV.	Dem	19	CHHH	R
Nahemoth All your Pawns are at +1 to their CV	Ast	20	CEEE	R
Netzach You may perform an extra attack with one of your Beings that did not attack this turn	Dem	13	EHCS	R
Samael You may immediately perform an attack on a Being that defeated one of your Beings.	Ast	16	CCHH	R
Satharal Discard up to 2 cards during your Discard Step.	Ast	6	ERRR	R
Thaumiel Perform your Recruit step before your Sway step.	Ast	2	CEHR	R
Tipareth All your Beings in play are considered Spellcasters.	Dem	11	CCCH	R
Tagarini All your Beings in play are considered Spellcasters.	Ast	12	EEES	R
Yesod Disregard Station Indicators when playing Influence cards	Dem	17	EHRS	R

REGIONS

Name Description	Affiliation	Pro	Suits	Rarity
Beirut Hilton Thaumiel may place this card on any station of any Mystic Cross.	Ast	RS	CH	U
Bergstrom Institute, The Malkuth may place this card on any station of any Mystic Cross.	Dem	ES	HH	U
Bernauer Krankenhaus Nahemoth may place this card on any station of any Mystic Cross.	Ast	CS	EE	U
Borderland, The A Being may be proclaimed on the same Station as The Borderland. You may place any number of Beings on The Borderland. If discarded, you choose which Being remains in the Station.	Neu	—	CE	U
Cathedral, The Binah may place this card on any station of any Mystic Cross	Dem	HR	CC	U
City of the Dead, The Cue, The	Neu	S	R	C
Cube, The All Beings who attack from Mystic Crosses other than yours suffer a -2 penalty to their CVs.	Neu	—	CEH	U

Name Description	Affiliation	Pro	Suits	Rarity
Inferno All of your killed Pawns are attached to the Inferno face-down. Each attached Pawn gives all living Pawns in your Mystic Cross +1 to CVs.	Neu	—	CER	U
Inner Labyrinth, The Negates all Hourglasses controlled by all players. An Hourglass may only be gained by Repelling.	Neu	—	CRS	U
Kloner Gamaliel may place this card on any station of any Mystic Cross.	Ast	CH	RS	U
Labyrinth, The You may proclaim Creatures without a Suit match. You must discard one Pawn from your Mystic Cross during your Sway step each turn or the Labyrinth must be discarded.	Neu	—	EH	U
Living City, The Longfeather's Purgatory	Neu	H	E	C
Longfeather's Purgatory Hod may place this card on any station of any Mystic Cross.	Dem	ES	SS	U
Los Renunciones Mission Golub may place this card on any station of any Mystic Cross.	Ast	EH	ES	U
Machine City, The Covers 2 stations in your Stage and gives you control over 2 of any one Suit, depending on when you play it. Both stations must be vacant when you proclaim this Region. This card may hold two Pop Markers.	Neu	—	CHS	U
Maze, The Mirror Halls, The	Neu	E	H	C
Mirror Halls, The Nakamura Building, The	Neu	R	C	C
Nakamura Building, The Tipareth may place this card on any station of any Mystic Cross.	Dem	ER	CC	U
Nywere Chesed may place this card on any station of any Mystic Cross.	Dem	RS	HH	U
Purgatory All of your killed Pawns are attached to the Inferno face-down. Each attached Pawn provides you with the Suit indicated on its card.	Neu	—	ERS	U
Ruins, The While in your Mystic Cross, all cards you play require one less Suit (of your choice) to match.	Neu	—	CHR	U
Temple of Kali Durga Sathaniel may place this card on any station of any Mystic Cross.	Ast	HS	RS	U
22/24 Rue de Sevigne Chokmah may place this card on any station of any Mystic Cross	Dem	ES	CR	U
U.S.S. Reliant Netzach may place this card on any station of any Mystic Cross.	Dem	RS	CE	U
Underground, The Youth Prison 315	Neu	C	S	C
Youth Prison 315 Chagigal may place this card on any Station of any Mystic Cross.	Ast	CR	EE	U

Name Description	Suits	Rarity
Crossbreed Lore of Passion. Cast during your turn. Attach any Creature in play to any Pawn in play. The Pawn gains the special abilities of the Creature, in addition to its own abilities	ERR	U
Dream Walk Lore of Dreams. Cast at any time. The spellcaster moves any Being in the same Mystic Cross to any station in the Stage, provided there is no card already at that Station.	CC	C
Dream World Lore of Dreams. Cast during your turn.. Place this card on a station in the Stage of the Spellcaster's Mystic Cross provided there is no card already there. This card is considered a region.	CC	C
Fetus Alteration Lore of Passion. Cast during your turn. Choose any Pawn in play. Either double the Pawn's base CV or reduce it in half. The change is permanent	HRR	U
Find Object Lore of Time and Space. Cast at any time. Search through your draw or discard pile and put any one card from it to your hand. Remove this card from the game after you've played it.	HH	C
Hades Walk Lore of Death. Cast at any time. The spellcaster may move any Being in the same Mystic Cross to the North or West Station, provided there is no card already at that station.	SS	C
Insane Killer Lore of Death. Cast during combat. Target Being is at -6 to its CV until the combat is over.	ESS	U
Leash of Believers Lore of Dreams. Cast and attach to a Being at any time. The affected Being may now hold any number of Pop Markers	CCH	U
Lord Giveth, the Lord Taketh Away, The Lore of Death. Cast during your Perform Deeds step. Discard any Being in the same Mystic Cross as the spellcaster and permanently add its CV to the spellcaster's.	RSS	U
Madness Walk Lore of Madness. Cast at any time. The Spellcaster may move any Being in the same Mystic Cross to the East or South station, provided there is no card already at that station.	EE	C
Mass Suggestion Lore of Passion. Cast during your turn. All Beings in any one Mystic Cross are at half of their base CVs (rounded up) until the beginning of your next turn	RR	C
Molest Soul Lore of Madness. All Pawns of Madness are discarded and exchanged for Pop Markers from the Population Pool. Place these Pop Markers on available cards in your Cast.	EER	U
Parthenogenesis Lore of Passion. Cast during your turn. Take control of any non-Unique Being and put it on an available Station in your Mystic Cross.	RR	C
Purely Other's Body Lore of Death. Cast at any time. Attach this card to any Being in play. The Being is at -5 to its CV. If the CV ever reaches 0 or less, it is discarded	SS	C
Relocate Cast at any time. Move any base card to another station in the same Mystic Cross, provided the Station moved to is vacant	HHE	U
Temporary Insanity Lore of Madness. Cast on a Being in any adversary's Cast. You must immediately perform an attack with the Influenced Being. Continue attacking until the Being is defeated or there are no more Beings in play to attack	EEES	U
Time and Space Walk Lore of Time and Space. Cast at any time. The spellcaster moves any Being in the same Mystic Cross to any station within the Stage, provided there is no card already at that station	HH	C
True Vision Lore of Dreams. Cast during your turn. Look through any adversary's hand and then discard one card of your choice for each Pop Marker you Repel	CCR	U
Under the Skin Lore of Passion. Cast during your turn. You gain control over all Suits controlled by any one adversary until the beginning of your next turn. The adversary does not control any Suits during this period other than those gained by repelling	RRRS	U
Vacuum Lore of Time and Space. Cast at any time. No player may perform Sway Population steps until the beginning of your next turn	HHH	U
Vortex Lore of Time and Space. Cast at any time. The Vortex forces any two Beings in the same Mystic Cross to change places. If a Being cannot reside in the new station it is discarded	HHHS	U



JELENA KALENKO



PROTECTIVE SKIN

Jelena Kalenko and Protective Skin: Want a nice attacker that's almost unkillable? Try attaching a Protective Skin to Jelena Kalenko! All you have to do is repel one pop marker and your opponent will need a combat value of 20 to kill Jelena! There's tough and then there's tough. It's not too hard to tell which one Jelena is

Djeraba Toganni may place this card on any station of any Mystic Cross	Ast	ES	EE	U
Dupont Circle Samael may place this card on any station of any Mystic Cross	Ast	EH	CC	U
44 Ladbrooke Hill Yesod may place this card on any station of any Mystic Cross.	Dem	CS	EH	U
Garden of the White Dragon Kether may place this card on any station of any Mystic Cross.	Dem	ER	CH	U
Hatchling Chambers, The You do not need a Suit-match in order to proclaim a Razida into your Mystic Cross.	Ast	—	EH	U
Hauptquartier Argente Hare-Serap may place this card on any station of any Mystic Cross.	Ast	CR	EE	U
Hayworth Emergency Aid Gomchiath may place this card on any station of any Mystic Cross	Ast	CR	ES	U
Herrington's District Geburah may place this card on any station of any Mystic Cross.	Dem	ER	SS	U
Hunting Grounds, The Repel one Pop Marker to have the Hunting Grounds attack any Being in play. The CV of the attack is 6, and it cannot be modified. If you lose the combat, assume it was a tie	Neu	HS	—	U

Name Description	Suits	Rarity
Alter Your Body Lore of Madness. Cast at any time. The Spellcaster becomes an exact copy of any other Being in play, including attachments, until the beginning of your next turn	EE	C
Cleansing Lore of Death. Cast at any time on any Stage. All cards in the Stage that hold Pop Markers are discarded and shuffled into their controllers' draw piles	CSSS	U
Contort Other Lore of Madness. Target Pawn becomes an exact copy of any non-Unique Being in play that has the same affiliation as the Major Arcanum in the spellcaster's Mystic Cross. The change is permanent	CEE	U
Cross, The Lore of Dreams. Play on any Mystic Cross at any time. The Cross now has two new Stations, one on either side of the second station of the Cast. These are normal Cast stations, and any card that can be played in the second station may also be played on these stations	CCCE	U

CV
Combat Value

Dem
Damage

E
Eye

H
Hourglass

HL
Hierarchy

Neu
Neutral

Pro
Provides

R
Ross

S
Suits

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WIZARD

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INQUEST

Hey—you mana freaks!

Hi! How are ya? Good, good. Well, we haven't talked to you in a while and we felt it was high time we did. So tell us a little about yourself and what you've been doing since we last talked by filling out this here survey and sending it back to us (preferably by U.S. mail).

And hey—the first 50 of you to reply will get first shot at Pat Buchanan in a dunk tank...oops, that was the Secret Service on the other line, so you'll just have to settle for a cool black *InQuest* T-shirt (limited, limited), a pair of *InQuest* dice and, of course, our eternal gratitude.

1. How long have you been playing collectible card games?

- ☐ A) Less than six months
- ☐ B) Six months to a year
- ☐ C) One to two years
- ☐ D) Two years or more

2. How many different collectible card games do you own?

- ☐ A) 1-3
- ☐ B) 4-7
- ☐ C) 7-10
- ☐ D) More than 10

3. Where do you usually buy your card games?

- ☐ A) Comic shop
- ☐ B) Hobby or gaming store
- ☐ C) Mass merchant (Kmart, Toys R Us, etc.)
- ☐ D) Mail order
- ☐ E) Convenience store
- ☐ F) Bookstore

4. Compared with six months ago, how many more collectible card games are you actively playing or buying?

- ☐ A) I'm playing or buying fewer games than I was six months ago.
- ☐ B) I'm playing or buying the same number that I was six months ago
- ☐ C) I'm playing or buying more games than I was six months ago

5. Which of these do you currently own? (Check all that apply)

- ☐ A) A console video game system (e.g., SNES, Genesis, etc.)
- ☐ B) A console CD-ROM video game system (e.g. PlayStation, Saturn)
- ☐ C) An IBM-compatible computer with CD-ROM
- ☐ D) An IBM-compatible computer without CD-ROM
- ☐ E) Windows 95
- ☐ F) A Mac with CD-ROM
- ☐ G) A Mac without CD-ROM
- ☐ H) None

6. If you own a computer, what's your processor?

- ☐ A) Power PC 603/604
- ☐ B) Power PC 601

☐ C) 040

☐ D) 030

☐ E) Pentium

☐ F) 486

☐ G) 386

☐ H) 286

7. If you currently don't own a CD-ROM drive, are you planning to buy one within the next six months?

- ☐ A) Yes
- ☐ B) No

8. Which, if any, of the following games do you play? (Check all that apply)

- ☐ A) Doom
- ☐ B) Myst
- ☐ C) 11th Hour
- ☐ D) Warcraft: Tides of Darkness
- ☐ E) Rebel Assault
- ☐ F) Dark Forces
- ☐ G) Ascendancy
- ☐ H) Mortal Kombat (any version)
- ☐ I) Descent
- ☐ J) Wing Commander
- ☐ K) Cyberia
- ☐ L) Resident Evil
- ☐ M) The Raven Project
- ☐ N) None

9. What types of computer or video games do you enjoy playing the most?

- ☐ A) Fantasy/RPG
- ☐ B) Action/Adventure
- ☐ C) Fighting
- ☐ D) Sports
- ☐ E) Comic-related
- ☐ F) Strategy

10. How many video or computer games do you own?

- A) Computer with CD-ROM: _____
- B) Computer: _____
- C) Console CD (PSX, Saturn): _____
- D) Console cartridge (SNES, Genesis): _____

11. Which two of the following are your most important sources of news and information about collectible card games?

- ☐ A) Combo
- ☐ B) Conjure

☐ C) Duelist

☐ D) InQuest

☐ E) Scrye

☐ F) My friends

☐ G) Retailers

☐ H) Online forums

☐ I) Other (please specify)

12. Which sections of *InQuest* do you read most often? (Check all that apply)

- ☐ A) "Inquisition"
- ☐ B) "InQuest News"
- ☐ C) "Killer Decks"
- ☐ D) "On the Shelves"
- ☐ E) "Up Your Sleeve"
- ☐ F) "Basic Training"
- ☐ G) "Card Stock"
- ☐ H) Monthly feature articles
- ☐ I) "Stumpers"
- ☐ J) "Swan Song"
- ☐ K) "Electronic *InQuest* News"
- ☐ L) "InQuest Profile"
- ☐ M) Other (please specify): _____

13. How much time do you spend reading *InQuest*?

- ☐ A) Less than one half-hour
- ☐ B) 1/2 - 1 hour
- ☐ C) 1 - 1 1/2 hours
- ☐ D) 1 1/2 - 2 hours
- ☐ E) More than 2 hours

14. Using the following key, tell us how you feel about the coverage of the following subjects in *InQuest*:

- 1 = Wanna see less
- 2 = Doin' a good job
- 3 = Wanna see more

A) Collectible card games: _____

B) Trading cards: _____

C) Roleplaying games: _____

D) Video/computer games: _____

E) Checklists: _____

F) Player's guides: _____

G) Price guides: _____

15. Where did you buy this copy of *InQuest*?

- ☐ A) Comic store
- ☐ B) Hobby/game store
- ☐ C) Newsstand

☐ D) Bookstore

☐ E) Subscription

☐ F) Mass merchant (Kmart, Wal-mart, etc.)

16. How many other people usually read your copy of *InQuest*?

- ☐ A) None
- ☐ B) One
- ☐ C) Two
- ☐ D) Three
- ☐ E) Four
- ☐ F) Five or more

17. What other publications do you read? (Check all that apply)

- ☐ A) Combo
- ☐ B) Conjure
- ☐ C) Dragon
- ☐ D) Duelist
- ☐ E) EGM
- ☐ F) Fan
- ☐ G) Flux
- ☐ H) Fusion
- ☐ I) GamePro
- ☐ J) Next Generation
- ☐ K) PC Gamer
- ☐ L) Scrye
- ☐ M) Shadis
- ☐ N) Spin
- ☐ O) Wired
- ☐ P) Wizard

18. Do you ever purchase collectible card games or related products based upon reading a recommendation in *InQuest*?

- ☐ A) Yes
- ☐ B) No

19. Do you ever purchase collectible card games or related products based upon reading an advertisement in *InQuest*?

- ☐ A) Yes
- ☐ B) No

There. Wasn't that easy? Now, just fill out the address portion below (so if we owe you any free stuff, we can get it to you), stick it all in an envelope and send it off to us.

Name _____

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What's your favorite Muppet of all time? _____

WHO ARE YOU?

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Swan SONG

Rick Swan's unique take on the world of gaming



I'm Rich! I'm Rich! (Aren't I?)

Other than "Beavis and Butt-Head," the only TV show I watch religiously is "Wall Street Week." By following the show's advice, I've put together a small portfolio of stocks. And if my portfolio continues to appreciate at its current rate, I'll be able to retire in, oh, about the same year the sun goes nova.

Of course, if my stocks go belly-up, I can always fall back on my game cards. I plan to make a million from my *Magic* collection someday; I mean, stranger things have happened (Uh...haven't they?). Trouble is, there's no "Wall Street Week" for card collectors. So I've been seeking advice from some experts—folks who make their living teaching money to reproduce itself. Here's what I learned.

YOU'RE BETTER OFF WITH COCA-COLA. For starters, a deck of cards may not be the best place to park your money. "When it comes to investing," says Duane Hinrichs, a professional financial planner, "tangible assets—like cards, coins and other physical objects—are just about as risky as you can get."

As he points out, there's no regulated market for collectors like there is for stocks. And though there are always buyers for stocks, there's no guarantee you can sell your cards when you want to. "Your ability to liquidate your collection is only as good as your ability to find somebody who'll pay for it." Bill Wallace, financial consultant for Smith Barney, puts it more bluntly: "The collectibles market is more subject to collapse."

So what's a person to do with, say, an extra 100 bucks? "You can get into mutual funds for a little as \$50," says Wallace. "Over time, that will probably earn you 10 percent a year." Hinrichs also recommends mutual funds, but notes that individual stocks might be a good bet. "Pick a company you're familiar with, like McDonald's, Walt Disney or Coca-Cola."

DON'T WORRY ABOUT WOLVERINE. While examining old copies of *InQuest*, I've noticed that the values of certain cards as reported in *InQuest*'s price guides tend to correlate with issues that have Marvel Comics characters on the cover. For instance, Jester's Cap was priced at \$20 in issue #5 (Spider-Man), then jumped to \$30 in issue #7 (Wolverine),

an increase of 50 percent. I thought I was on to something, but I guess not.

"Everything has a cycle of its own," acknowledges Hinrichs. "But you've got to observe it over a long period, three to five years at least. Ten years is much better." Long-term trends are even harder to gauge. "As a rule," says Hinrichs, "you need 20 or 30 years of history."

WHEN SHOULD I SELL MY DINGUS EGG? "When the price is high!" laughs Wallace. Seriously, he says, "If you're buying with the idea of selling for a profit, begin by deciding on a price you'd like to reach. Decide this first." In other words, as soon as I buy a Dingus Egg for \$10, I should decide that I'll sell the minute it hits a target of, say, \$15.

And how do I determine the target? Wallace admits that's not easy. "You base your decision on historical information. But collectors don't usually have it."

WE'RE DOOMED. Are there signs that a particular market might be in trouble? "Even collectibles are vulnerable to international events and changes in the presidency," says Hinrichs. "If the general economy is upbeat, you can probably expect little or no interference in your ability to sell. But if unemployment is high or there's a recession, the bottom could fall out."

Wallace warns of clouds on the horizon when the market works itself into a frenzy. "Then you're not getting a fair reading of true values. This tends to occur when there are lots of [collector] shows and lots of hype." Or, perhaps, lots of volatility. Like maybe when the value of a Jester's Cap increases by 50 percent in two months.

EVEN IF YOU WIN, YOU LOSE. Let's say you hit the jackpot and sell your \$10 Dingus Egg for a cool grand. You just made \$990, right? Wrong. According to the Internal Revenue Service, a Dingus Egg card is property, and with few exceptions, profits in property are considered capital gains. In other words, you gotta cough up some tax. Sorry.

Rick Swan wants to know if you'll lend him \$5, just till the end of the week.



ORIGINS '96

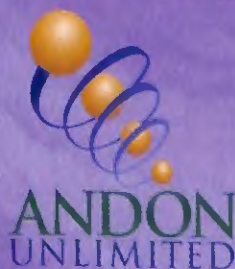
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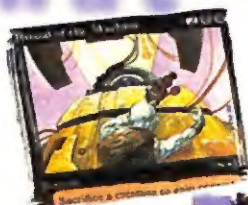
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